

EXCLUSIVE! RALPH PETERS ON THE NEXT WAR(S)

ARMCHAIR

GENERAL

**BEST 50
MAGAZINES**

AS SELECTED BY
CHICAGO TRIBUNE

U.S. GRANT

**HOW HE WON
VICKSBURG**
(WITH A LITTLE
HELP FROM THE
U.S. NAVY)

MARCH 2006

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**TAKE
COMMAND!**



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**4 INTERACTIVE
COMBAT
MISSIONS**



GAME BUZZ!
**10 FASCINATING
STRATEGY
GAMES**



**HITLER'S
WORST
BLUNDERS**



**KICKING
BUTT WITH
THE P-51
MUSTANG**



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★ Tom Clancy's
**GHOST
RECON**
ADVANCED WARFIGHTER



UBISOFT

Soldiers from the 3d Battalion, 504th Parachute Infantry Regiment establish security after landing near Baghdaddi, Iraq, during Diablo X, an operation that included elements of the 2d Marine Division.

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ON THE COVER

Grant stands in front of the XVIII Corps headquarters prior to the Battle of Cold Harbor, Virginia.

NATIONAL ARCHIVES



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February/March 06

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Lt. Gen. Ulysses S. Grant in 1863. Although a failure in many pursuits before the beginning of the Civil War, Grant found the formula for winning the war: use all of the North's considerable advantages in men and resources to destroy the enemy.

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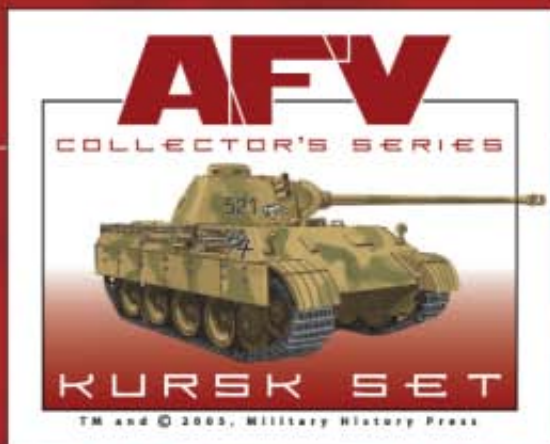
Take command in *Armchair General's* interactive battles where YOU make the decisions!

COMBAT!
YOU COMMAND
YOU COMMAND SOLUTION
INTERACTIVE COMBAT STORY
WHAT NEXT GENERAL?

NATIONAL ARCHIVES



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ONLY 500 SETS AVAILABLE

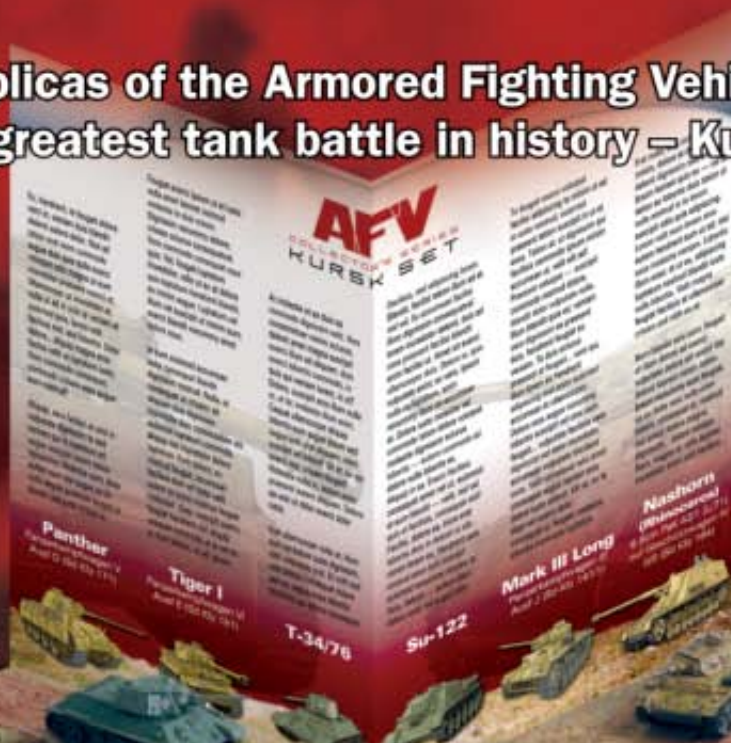
This is the first in a new AFV Collector's Series. It features 1/144 scale models sculpted by renowned designer Akira Tani for Kaiyodo's World Tank Museum series. There is more detail and more variety in these models than any others available. The precise features and insignia are based on actual photos and meticulous research by engineers with a passion for accuracy. Further information on these Armored Fighting Vehicles is provided in each set, along with a brief history of the tank and its role at the battle of Kursk. For example, three of these AFV – the German Panther and Nashorn, and Soviet Su-122 – made their combat debut at Kursk. Some of the tanks also come with extra parts (shown above) so you can customize your collection – assembly instructions are included.

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* Models will be in the correct summer camouflage color but otherwise are packed randomly. California residents must add sales tax.

PUBLISHER'S NOTE

History Begins at Home

“A hundred-year-old photograph stares out from a frame, and if you look real close you’ll see our eyes are just the same.”

— *Guardian Angel*
THE JUDDS

My grandfather, Louis Weider, posed for this photograph about 100 years ago while serving in the Horse Artillery of the Imperial Russian Army. I don’t know much about his service other than that he fought in the Russo-Japanese War of 1904-1905 and that he survived it. I can only begin to imagine the conditions he endured while in the military.

Louis was born in a small town in Poland called Kurow, at a time when that part of the country was controlled by Russia. That’s how a Jewish boy from Poland wound up in the Russian army fighting the Japanese.

Toward the end of World War I, when Russia was collapsing, Louis followed his instinct and left Poland for Montréal, Canada. If he hadn’t, I doubt I would be here today writing this note to you. All of his family members who remained in Poland, including his own father, perished during the Nazi occupation that began in 1939.

Arriving in Montréal speaking only Polish and Yiddish, my grandfather went to work as a laborer in a garment factory. His wife, Anna, joined him and somehow, as people did then, they found a way to survive and raise their family. Life was hard, but as my Uncle Joe told me, they didn’t know any better so they didn’t complain much. They were rich in family love and unity.

Growing up, I was always struck by how my dad spoke of his father with almost religious reverence and deep emotion. I don’t think I’ve ever heard him mention my grandfather without a crack in his voice and a tear in his eye. My uncle often still refers to him as a

“saint.” Hearing them speak so reverently and lovingly of their father left a big impression on me.

I am saddened that I never had the opportunity to meet my grandfather, for he died relatively young before I was born. Yet I very much feel his presence in my life. I think of him often and try to live a life that honors him. I am sure that a good part of my motivation to contribute positively to society is driven by a desire to feel worthy of his sacrifices.

The pages of *Armchair General* are filled with the incredible stories of people who did amazing things. But sometimes the best place to look for inspiring stories is in your own family. Knowing more about where you come from can help you as you navigate where you are going. Your ancestors may be gone, but they can and *should* still be part of your life. ★

PUBLISHER
ERIC WEIDER



Louis Weider (left), my grandfather, in the Imperial Russian Army circa 1905. Often the most fascinating history from which we can learn begins at home.



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EDITOR'S LETTER

Grant

Was this famous Union general
a butcher or a modern war prophet?

Discussion of Ulysses S. Grant's generalship inevitably leads to a debate over whether or not he was the Civil War's great "butcher." The view of Grant as an unimaginative mediocrity who callously sent thousands of Union Soldiers to their deaths casts him as the poster boy for mindless attrition warfare.

Certainly, Grant's casualty lists while fighting Robert E. Lee's Army of Northern Virginia in 1864 were appalling. At Cold Harbor – an assault he admitted deeply regretting – 7,000 Federals were struck down in 20 minutes. In fact, until very recently, few histories shed a favorable light on Grant's battlefield leadership. He blindly bludgeoned his Confederate opponent, flailing away like an artless super-heavyweight boxer while Lee deftly counterpunched, dazzling his enemy with his footwork – or so the story goes. Yet when we examine Grant's wartime generalship a century and a half later, it fares much better than it did under the scrutiny of earlier observers taken in by the South's "Lost Cause" mythology and captivated by the iconic Lee.

A sober (no pun!) analysis of Grant's command, illuminated by the cold, gray light of the brutal realities of industrialized warfare, reveals a generalship that ranks alongside that of the most suc-

cessful modern commanders. Consider this:

- Grant's brilliant campaign directive for 1864 coordinated the actions of all Union armies in one succinct, comprehensive plan that focused on a common objective, which was to destroy all the Confederacy's means for making war (men, materiel, etc.). As planned, Sherman's 1864 Atlanta campaign complemented Grant's campaign in Virginia rather than detracted from it.

- More than any other Civil War commander, Grant understood and carried out joint operations, working closely with the U.S. Navy. Indeed, the two campaigns that established his reputation (Henry & Donelson and Vicksburg) depended upon frictionless cooperation with naval commanders, none of whom was under his direct command.

- Attrition warfare has proved to be the defining characteristic of modern industrialized war (anomalies like the few true blitzkriegs of World War II notwithstanding). Grant, like Eisenhower, Patton and Montgomery, applied overwhelming combat power to beat an outgunned, outmanned and out-sourced opponent. Lee's concept of warfare, not Grant's, was the Civil War's anachronism.

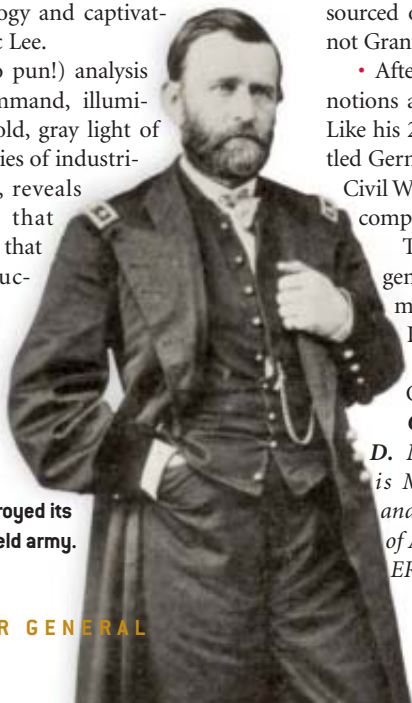
- After Shiloh, Grant held no romantic notions about how the war had to be won. Like his 20th-century counterparts who battled Germany and Japan, he realized that the Civil War could not end until the South was completely crushed.

The butchery attributed to Grant's generalship is merely the terrible toll modern war exacts for victory in the Industrial Age. And while Lee planned Napoleonic campaigns, Grant waged modern war. ★

Colonel (Ret) Jerry D. Morelock, Ph.D., is Managing Editor and Senior Historian of ARMCHAIR GENERAL.



Grant's 1864 campaign was a textbook example of modern war – Sherman gutted the South while Grant destroyed its most powerful field army.



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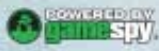
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Gentlemen,

I am writing from New Orleans. I am here as part of the 82d Airborne Division's response to Hurricane Katrina. I picked up your magazine before the deployment to read during our downtime. I wanted to submit my course of action for the Stony Point Battle of 1779 before the deadline, but I have been a little busy to say the least.

SERGEANT THOMAS A. LOCKHART

82D AIRBORNE DIVISION
MILITARY POLICE COMPANY

Roger that, Soldier! A real-world military mission trumps a theoretical one every time. However, we look forward to reading your solutions to future CDGs.

Dear Mr. Weider,

Like you, I too was in Normandy for the 60th D-Day commemorations. For me, it was a dream destination of 16 years. The maps of Omaha Beach in ACG's "Ike" issue, which I pur-



Posing on Utah Beach after a swim in the English Channel, Ritchie T. Wallace carries a load similar to that of Allied infantrymen on D-Day.

chased two weeks before going, were amazing in their detail.

In one issue, you mentioned that your dad served in the Canadian armed forces and that you had visited Dieppe with him. During the North African campaign, Rommel remarked that the New Zealanders were the toughest troops he had come across. That is probably because he had not yet come up against the Canadians.

Dear *Armchair General*,

I thoroughly enjoy your magazine. Instead of just reading history, I have a chance to live it. Good job on this type of genre.

Respectfully,
MIKE REDMAN

Dear *Armchair General*,

I am a recent subscriber to your magazine, and these historical combat decision games are tremendous! They actually

help me generate more focus in my daily business activities while still having some fun. Thank you!

ROBERT MEI
WEST HARTFORD,
CONNECTICUT

Congratulations Mike and Robert! Your respective solutions to CDG #10 "Charge at Bayonet Point!" were selected for honorable mention as announced in our January 2006 issue.

When I think of Canadians at war, I think of Vimy Ridge, Dieppe, the Canadian Parachute Battalion in the Rhine crossings, and Frederick Topham's Victoria Cross. I also think of Courseulles-sur-Mer at Juno Beach and the Princess Patricia's Light Infantry and their Presidential Unit Citation in Kapyong, Korea, not to mention the 30,000 Canadians who enlisted in the U.S. armed

forces to serve in Vietnam.
RITCHIE T. WALLACE
AUSTRALIA

Dear friends at
Armchair General,

I enjoy ACG, its style and its games. Congratulations on your paper regarding Truman and the atomic bomb (*Command Decisions*, September 2005 issue). It is a historical miniature work of art. With your permission, I would like to translate it into French for my students.

Sincerely,
PIERRE CORBEIL, PH.D.

Certainly, Pierre. We at ACG are happy to give you permission to share our article with your students. We hope that they find it both interesting and enlightening.

Where in the world is *Armchair General*?

Have you taken an interesting photo of *Armchair General* magazine in an exotic place? If so, send in your shot with the appropriate details (situation, location, etc.) and you could see it in a future *Mailbag*!



ACG Managing Editor, Jerry Morelock, came across this group of Ukrainian World War II re-enactors in Sevastopol, Crimea, during the Black Sea port city's celebration of Russian Navy Day. The group portrays Russian and German East Front soldiers, including a female Red Army sniper (right). Foot soldier "Ivan" holds the September 2005 issue of *Armchair General*.

ILLUSTRATION BY J.C. SUARES

Freedom is Not Free

Our brave military men and women severely injured in Iraq and Afghanistan Need Your Help

To date over 15,000 men and women have been wounded in operations in Afghanistan and Iraq. Although most are treated and ultimately return to duty, some suffer injuries so severe that they require extensive medical care, years of treatment and rehabilitation, and medical discharge from the Armed Forces. Their future quality of life, their ability to care for themselves and provide for their families, and their very survival depends on the treatment and advanced training skills they receive following their injury.

The Intrepid Fallen Heroes Fund, a leader in supporting the American military community, is launching a new campaign to assist these brave men and women. The Fund is constructing the "Center for the Intrepid", a state-of-the-art advanced skills training and rehabilitation center for America's Armed Forces personnel and veterans. The Fund will construct this \$30 million center within the next year at Brooke Army Medical Center in San Antonio. The Center will use state-of-the-art equipment and the highest level of care in treating these patients, with the goal of returning to them the capability of managing their lives and when possible to continue their service in the Armed Forces.

The Intrepid Fallen Heroes Fund is supported entirely by donations. 100% of every contribution to this effort will go directly to help these American heroes. The Fund does not deduct any portion of contributions for administrative costs.

Please join us in helping those servicemen
and women who have sacrificed
so much for our nation.



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DISPATCHES

U.S. Navy Sub Believed Found Off Thailand

The USS *Lagarto*, probably during sea trials on Lake Michigan in late 1944.



U.S. NAVAL HISTORICAL CENTER

Sometime on May 4 or 5, 1945, the submarine USS *Lagarto* disappeared off the coast of Thailand. One year later, the Navy listed its 86 crew members as missing and presumed dead. Last May, 60 years after the event, private divers hired by relatives of the crew discovered what they believe to

be the *Lagarto*, presumably still containing the remains of the World War II crewmen. To honor these brave men, the divers left a wreath and an American flag on what is likely to be their final resting place – the U.S. Navy has no plans to raise the boat.

Using the divers' photos as

evidence, the relatives have asked the Navy to confirm that the sunken craft is in fact the *Lagarto*. The divers noted that the sub was damaged – possibly as a result of an attack by a Japanese warship – and reported that at least one of the sub's torpedo tube doors was open, indicating that the *Lagarto* went

down fighting.

The discovery of what is most likely the *Lagarto* brings some closure to the crew's relatives. However, out of the more than 16 million Americans who served during World War II, the U.S. government still lists over 78,000 Soldiers, sailors, airmen and Marines as "unaccounted for."

Hurricane Katrina Batters D-Day Museum

The monstrous storm that slammed into the Gulf Coast has not only devastated contemporary life in New Orleans, it has also threatened a treasured part of American history – specifically, the National D-Day Museum. Officially designated as "America's National World War II Museum," this outstanding tribute to the Greatest Generation opened its doors on New Orleans' Magazine Street on June 6, 2000, and is dedicated to all the veterans of each of the war's many

"D-Days": North Africa, Sicily, Italy, France and locations throughout the Pacific. Founded by the late Stephen Ambrose, the museum's notable supporters include Steven Spielberg and Tom Hanks.

Like much of the Gulf Coast



The National D-Day Museum in New Orleans was affected by Hurricane Katrina and needs your support.

region, the museum has been seriously affected by Hurricane Katrina. Its president, Dr. Gordon "Nick" Mueller, stated that "the museum, like everything else here, has also suffered and needs your support now more than ever. ... Like Soldiers in battle, we have to

deal with the crisis in front of us before we can turn our attention to maintaining the museum and expanding it. ... We have to think in terms of repair and restoration."

Readers interested in supporting this worthy cause can visit armchairgeneral.com and follow the links to the National D-Day Museum website, which features a secure "easy" donation button. As Dr. Mueller recently wrote, "We are determined to make it through this with the same spirit of courage, initiative and sacrifice that the World War II generation demonstrated over 60 years ago."

Hurricane Katrina has killed, maimed and destroyed far too much already – don't let it steal our World War II history, too!

NATIONAL D-DAY MUSEUM



Staff Sgt. Herbert Liman, 134th Infantry Regiment, locates a target for his mortar section near Luttrebois, Belgium. Liman was among the 16 million servicemen who fought in World War II.

TOP: NATIONAL ARCHIVES

DID YOU KNOW?



Soldiers from the 16th Infantry prepare to launch a sweep against enemy snipers concealed in a wooded area near Bien Hoa Airbase, Vietnam. The last U.S. ground combat unit left Vietnam in August 1972.

1 During World War II, 61 countries were officially belligerents. Their inhabitants represented about 75 percent of the total world population.

2 The average age of the over 16 million U.S. servicemen in World War II was 26.

3 The last U.S. ground combat unit left Vietnam in August 1972, over two and a half years before Saigon's April 1975 capture by the North Vietnamese.

4 By June 1944, 35 percent of all German soldiers had been wounded at least once.

5 General Ulysses S. Grant used several horses during his Civil War campaigns: Jack, Kangaroo, Jeff Davis and Cincinnati.

6 The average weight of the standard-issue infantry rifles used by World War II's major belligerent nations was about nine pounds (approximately four kilos).

7 The artillery barrage that preceded the British Somme offensive (July 1916) lasted eight days and expended 1.5 million rounds. Despite that, the British attackers suffered 57,000 casualties the first day.



Soldiers of the 2d Battalion, 16th Infantry escort wounded German prisoners to the rear in Aachen.

NATIONAL ARCHIVES

NATIONAL ARCHIVES



Left to right: New York Secretary of State Randy Daniels and Dr. Jane Goodall pose with Staff Sgt. Jim Simpson and Cabor of the Mine Detection Dog and Specialized Search Dog Team.

U.S. ARMY PHOTO BY KATE SKETO

"Cabor," U.S. Army K-9 Decorated Aboard Intrepid

"Cry, Havoc! And slip loose the dogs of war!" urged Marc Antony, according to William Shakespeare's *Julius Caesar*. Recently, a modern "war dog" — one that *saves* lives — was recognized for a much less deadly but still very dangerous performance of duty.

The U.S. Army's K-9 "Cabor" became the first active-duty military canine to receive the Bear Search and Rescue Foundation's Service to Humanity Award in a ceremony aboard the USS *Intrepid* in New York City. Cabor and handler Staff Sergeant Jim Simpson are part of the Mine Detection Dog (MDD) and Specialized Search Dog (SSD) Team, U.S. Army Engineer School, 67th Engineer Detachment (Mine Dogs), at Fort Leonard Wood, Missouri. Renowned primatologist and conservationist Dr.

Jane Goodall, DBE, U.N. Messenger of Peace, and New York Secretary of State Randy Daniels presented the award as part of the Bear Search and Rescue Foundation's fourth annual Service Dog Day Event, which featured demonstrations, seminars, lectures and dozens of exhibitors.

Regarding this military canine "first," Fort Leonard Wood spokesperson, Ms. Rita McIntosh, remarked, "The MDD team does an outstanding job and fulfills a vital mission in today's Global War on Terrorism, and we are proud of each and every one of them and our civilian and contractor counterparts. We truly are a 'team of teams' here as the monumental task could not be completed on its own."

Armchair General would only like to add one thing: Cabor, good boy!

DISPATCHES

FEBRUARY 4-12, 1945

World War II's Allied Yalta Conference. The "Big Three" – Franklin Roosevelt, Winston Churchill and Joseph Stalin – meet for the last time on the Soviet dictator's home turf in Yalta, Crimea. As the Red Army poises along the east bank of the Oder River for its final thrust on Berlin and Anglo-American forces prepare to cross the Rhine, the three wartime leaders gather in Livadia Palace to discuss the future of postwar Europe.

The outcome of this conference is still bitterly debated even today, particularly by the citizens of Eastern European countries who blame Churchill and especially Roosevelt for "selling them out" to Stalin and bringing about a half century of Soviet domination of their nations. Yet it seems unlikely that the dying American president and the increasingly irrelevant British prime minister could have done much to prevent the Red Army from overrunning Eastern Europe. Many contemporary historians believe that the last chance to broker an agreement to save the East from Soviet domination was probably at the 1943 Teheran Conference, long before Stalin's armies rolled into Eastern Europe at the cost of so much Soviet blood and treasure.

MARCH 5, 1946

Churchill's "Iron Curtain" Speech. The year 2006 marks the 60th anniversary of Sir Winston S. Churchill's famous Iron Curtain speech, announcing the beginning of the Cold War. In observance of that milestone, Churchill is getting a new museum – in America!

Westminster College in Fulton, Missouri, the site of the



Winston Churchill, Franklin D. Roosevelt and Joseph Stalin pose during the Yalta Conference in February 1945.



March 7, 1936. In direct violation of the 1919 Versailles Treaty, Adolf Hitler orders troops into the demilitarized Rhineland.

1946 speech, officially opens the doors of a brand-new, state-of-the-art museum dedicated to the life, leadership and achievements of the most famous and inspiring statesman-leader of the 20th century. In the wake of

the 9/11 terror attacks, the world again turned to Britain's wartime prime minister for inspiration, proving that the example of Churchill's bulldog leadership of the Allied cause during World War II is as rele-

vant to today's War on Terrorism as it was when Hitler's terror threatened democracy in 1939-1945. According to Dr. Robin Havers, executive director of the Winston Churchill Memorial and Library, the new, multimillion-dollar Churchill museum will keep the British statesman's legacy alive and relevant for generations to come.

Founded in 1969, the Churchill memorial resides on the Westminster College campus in the undercroft of the Church of St. Mary the Virgin, Aldermanbury. The building is an actual 18th-century Sir Christopher Wren church from London that was destroyed during Hitler's bombing Blitz and then moved to Fulton after the war. There, it was completely restored to Wren's 1677 design. For the past 36 years, the original Churchill museum has educated visitors about the great statesman's remarkable life and his world-famous Iron Curtain speech.

The museum's curator-archivist, Dr. John Hensley, praises the design of the new museum, noting that it was created by Design Craftsmen of Midland, Michigan – one of the best museum design firms in the world. It will feature innovative, imaginative and interactive exhibits similar to Design Craftsmen's other outstanding creations, which include the new *U-505* exhibit at Chicago's Museum of Science and Industry as well as the Holocaust Memorial Center and the International Spy Museum, both located in Washington, D.C.

To view a slide show of exhibits in the new Churchill museum, or to make a much-appre-

NATIONAL ARCHIVES

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ciated donation, visit the Churchill memorial's website at churchillmemorial.org. Dr. Havers points out that naming opportunities in the Churchill museum are still available. In fact, this is a once-in-a-lifetime chance for *Armchair General* readers to have their names permanently associated with one of the most famous statesman-leaders in history. Don't miss out!

MARCH 7, 1936

Hitler Reoccupies the Rhineland. Nazi dictator Adolf Hitler tests the will of Britain and France by marching German troops into the demilitarized Rhineland – both countries fail the test. Worried that his blatant violation of the 1919 Versailles Treaty might provoke a military response by one of the former World War I Allies (particularly France), Hitler sends out advance formations (3,000 soldiers move into the Rhineland while 30,000 wait on the east bank of the Rhine) – but they carry no ammunition for the weapons they brandish. He hedges this bet by ordering German troops to withdraw if the dangerous ploy evokes a military reaction. However, wary that close ties to the Continental powers might draw it into a military alliance and another bloodletting like that of World War I, Britain refuses a confrontation that might involve force, and France – as it did throughout the German crisis of the 1930s – refuses to act alone.

Hitler's successful action drives the final stake through the heart of the Versailles Treaty and represents one more death knell for the League of Nations. Mocking the impotent world body and implying that referring a matter to the League

amounts to taking no action at all, Nazi propaganda minister Joseph Goebbels states, "France wants to involve the League of Nations. That's fine. So [France] won't take action." Hitler later professes to have been greatly worried that France or Britain might have sent troops to oppose the reoccupation, fearing that even a single French division would have easily defeated him. According to his biographer, Ian Kershaw, Hitler remarks afterward, "Am I happy, my God am I happy that it has gone so smoothly!"

The reoccupation results in Hitler's most stunning coup during his rise to power. His successful defiance of Britain and France brings him the enthusiastic support of nearly the entire German population, including those segments that had previously opposed Nazi policies. At the end of March, Hitler's newfound support is reflected in a nationwide plebiscite in which the Nazi slate draws 98 percent of the vote.

The Rhineland adventure solidifies Hitler's grip on Germany, embarrasses and demoralizes the opposing major powers, eliminates the few remaining opposition groups within his country, and heightens the contempt the dictator feels toward Germany's senior military leadership, nearly all of whom had opposed the operation. The accomplishment fuels his already gigantic ego and sets him on an irreversible path to Austria, Munich and Poland – the outbreak of World War II. Hitler's ability to win over nearly all of the German population means that even those who reject the Nazis' racist policies regarding European Jews will inevitably choose to look the other way as the Holocaust rages.

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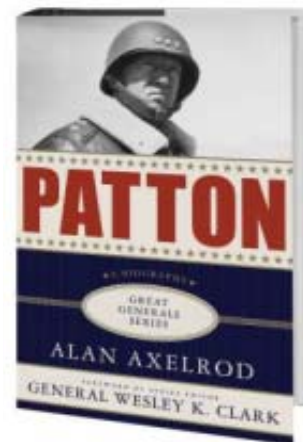
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DISPATCHES



Armchair General receives answers to the question *Did Truman make the right choice by using atomic weapons in World War II?*

ACG READER POLL

Did Truman Make the Right Choice?

The September 2005 issue of *Armchair General* featured the *Command Decisions* article "Truman and the Atomic Bombing of Japan." We asked those visiting our website forums to give us their opinion of the historic decision by answering the question *Did Truman make the right choice by using atomic weapons in World War II?* Here is what hundreds of people who answered had to say:

Interestingly, the 85-percent approval figure is about the same as the nationwide Gallup Poll taken in the fall of 1945, shortly after the bombs were dropped.

The results of our poll suggest that even after 60 years of sometimes emotional debate, an overwhelming majority feel President Truman made the correct command decision. See what other readers have to say. Check out our surveys and polls at armchairgeneral.com.

Yes, he made the best choice at the time.	85.2%
No, he should never have used the A-bomb.	9.9%
Not sure if it was the right call.	4.9%

DESTINATION MOUNT VERNON

The Most Popular Home in America

WRITTEN BY THE MOUNT VERNON LADIES' ASSOCIATION.

For nearly 150 years, the patriotic women of the Mount Vernon Ladies' Association have managed George Washington's riverside estate on the Potomac southeast of Washington, D.C. Approximately 1 million people visit the 500-acre plantation annually, making it America's most popular home. While visitors do get to know Washington as farmer, architect and family man, his illustrious military career has never been adequately covered.

That void, however, will be filled in October 2006 by the new Donald W. Reynolds Museum and Education Center. The underground facility's largest gallery will focus on Washing-



The Donald W. Reynolds Museum and Education Center will be built at Mount Vernon, George Washington's sprawling 500-acre plantation, and will highlight Washington's military career.

ROBERT C. LAUTMAN, COURTESY OF THE MOUNT VERNON LADIES' ASSOC.

ton's indispensable role in the Revolutionary War. Guests will see a Valley Forge cabin, a huge map summarizing major battles, and one of the nation's best original firearms collections. Forensic scientists, computer gurus and historians have fashioned the most lifelike model of Washington ever created. A theater experience on the battles of Boston, Trenton and Yorktown is so realistic that the seats shake when the cannon fire and snow falls over the audience as Washington crosses the Delaware.

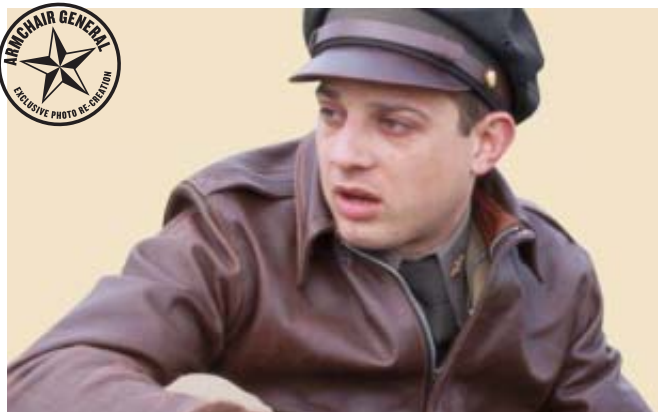
Another gallery presents Washington's role in the French and Indian War, when at the age of only 23 he became a colonel. A diorama of Fort Mifflin – young Washington's 1754 wilderness outpost – and the sword that belonged to the doomed English General Edward Braddock highlight the exhibits of Washington's early military experience.

As Washington's estate receives no government funding, the nonprofit Mount Vernon Ladies' Association worked diligently to raise more than \$90 million to fund the new facilities. For more information visit mountvernon.org.

On the Web

ACG Exclusive! Articles by Carlo D'Este

As Consulting Historian for *Armchair General*, renowned World War II expert and acclaimed biographer Carlo D'Este continues his series of insightful articles on our website. Written exclusively for ACG, D'Este's works cover a broad range of World War II topics, from the real story behind Patton's infamous "slapping incidents" to the Allied nightmare that could have occurred had D-Day failed. Readers will find his superb, three-part series on British Field Marshal Bernard Montgomery especially interesting. Look for all of D'Este's articles on our homepage at armchairgeneral.com.



FIGHTER ACE FASHION

Eastman Leather Clothing of England offers high-quality, meticulously crafted World War II leather A-2 flight jackets that are so authentic in every detail that even the most nerdy of us will feel like Jimmy Doolittle when wearing one. Eastman claims that each jacket is "a garment, which in design, components and quality, matches every detail possible to that of the original." That's precisely the reason they are eagerly sought after by re-enactors, those slightly crazed folks whose obsession with historical accuracy is legendary. (This issue's *How They Fought* features re-enactors sporting Eastman jackets.)

DISPATCHES

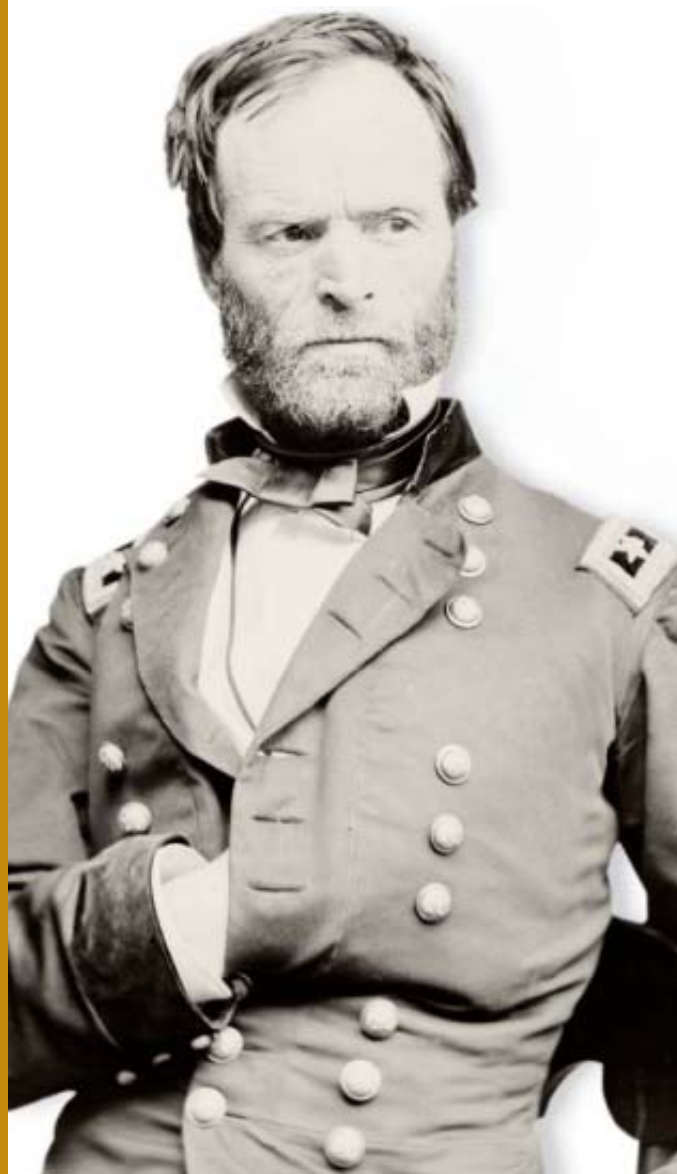


Confederate Gen.
Simon B. Buckner

FIGHTING WORDS

“Grant stood by me when I was crazy and I stand by him when he’s drunk.”

– Gen. William Tecumseh Sherman,
in reference to Grant’s alleged drinking problem.



“No terms except an unconditional and immediate surrender can be accepted. I propose to move immediately upon your works.”

– Gen. U.S. Grant’s note to Confederate Gen. Simon B. Buckner, demanding the surrender of Fort Donelson, February 16, 1862. Grant’s nickname, “Unconditional Surrender” (U.S.), stemmed from this battle.

“The overwhelming force under your command compel[s] me, notwithstanding the brilliant success of the Confederate arms yesterday, to accept the ungenerous and unchivalrous terms which you propose.”

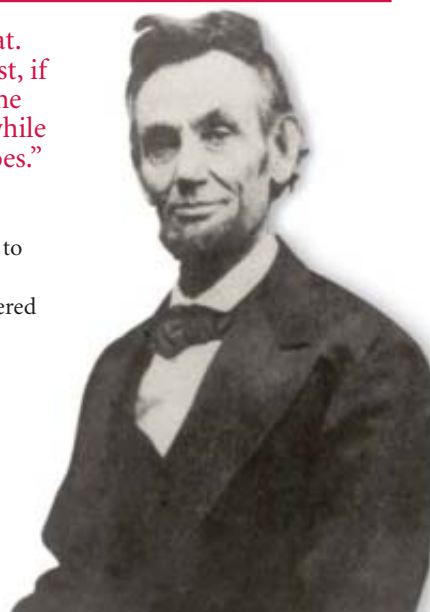
– Gen. Simon B. Buckner’s reply to Grant’s “Unconditional Surrender” note.

“The Navy under Porter was all it could be, during the entire campaign. Without its assistance the campaign could not have been successfully made with twice the number of men engaged. It could not have been made at all ... with any number of men without such assistance. The most perfect harmony reigned between the two arms of the service.”

– From Gen. U.S. Grant’s *Memoirs*, on the importance of the Navy during the Vicksburg campaign.

“Oh, yes! I see that. As we say out West, if a man can’t skin he must hold a leg while somebody else does.”

– President Abraham Lincoln’s remark on Grant’s 1864 strategy to mass all Union forces against the outnumbered Confederacy.



TOP: LIBRARY OF CONGRESS PRINTS AND PHOTOGRAPHS DIVISION

LIBRARY OF CONGRESS PRINTS AND PHOTOGRAPHS DIVISION

LIBRARY OF CONGRESS PRINTS AND PHOTOGRAPHS DIVISION

DISPATCHES

1 Leatherman Core

For the Soldier who more frequently wears a tool belt than a holster, the Core is the ultimate multitasker. Built of tough stainless steel, its modest 4.5-inch package boasts powerful pliers, standard-size screwdrivers, wire cutters and a saw.

GEAR

Other handyman conveniences include an awl, a ruler and a wire stripper. Add on an accessory like the removable bit driver and the Core may become the only tool you need. \$76, leatherman.com

2 Swiss Army Voyager

For more than 100 years, Swiss Army has been the brand synonymous with multitools and pocketknives. The Voyager is a high-tech upgrade on the company's classic tools. Throw one in your fatigues and your arsenal will include two blades, 14 tools, a pen and an alarm clock. Its compact size – a mere 3.5 inches – also makes it a natural for your keychain (key ring attached). \$75, swissarmy.com

3 Buck Summit

This lightweight tool has all the essentials with none of the fluff. A partially serrated blade is perfectly suited to cutting rope, while a bottle/can opener, screwdriver and corkscrew ensure your next in charge will enjoy all the comforts of home regardless of where your adventure takes you. The blade opens with one hand and a locking liner secures it in place.



A larger than normal lanyard hole allows for easy attachment to fatigues and pack alike. \$70, buckknives.com

4 Gerber Urban Legend

Spring-loaded needle-nose pliers are the hallmark of this legendary tool, but it's the replaceable tungsten cutting inserts that will make it any adventurer's go-to. They cut through wire as if it were paper, without going dull. All the usual suspects are also present, including scissors, a fine-edge knife, screwdrivers and a bottle opener. Amphipods will appreciate the extra grip afforded by rubberized inserts on the contoured aluminum handle. \$104, gerbergear.com

5 Boker Grand Canyon Series Congress

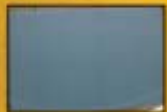
This one is for the Soldier who already has every tool he needs in his knapsack. You won't find a screwdriver or tweezers on this classic pocketknife, just four sharp blades folded into a bone handle. With a closed length of 3.75 inches, the Congress is compact enough to fit in a pocket. However, its steel blades ensure you can tackle any situation, even the occasional fubar. \$54.95, bokerusa.com

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DISPATCHES

1 Silva Cobalt

If you like your old-school tools with a few impressive upgrades, this compass is for you. It is the first digital base plate compass that can take a bearing from a topographical map. Simply enter a direction of

GEAR

travel and map north, and the Cobalt calculates the bearing. Rotate the instrument toward the direction of travel, and it tells you when the desired bearing is achieved. Easy setup modes take you through calibration and adjustment, and an automatic shutoff saves battery life. With a calendar, an alarm clock and comfortable rubber grip, this compass will become your first in command. \$59.99, silvacompass.com

2 Brunton Gentleman's Compass

Modeled after an original Brunton design, the Gentleman's Compass is a usable collectible, reminiscent of the tool you remember from your scouting days. An engravable aluminum lid with mirror opens to reveal the cardinal direction points, while a lift arm cleverly halts the needle's movement to extend the compass's life. If you're looking for a memorable gift for a young recruit, or a classic compass for yourself, this is it. \$149, brunton.com



3 Cammenga 3H

This is it, Soldier – the current official, genuine GI-issue U.S. Military Compass. Also used by many foreign militaries, this lensatic compass has tritium micro lights that glow in the dark for more than 10 years without an external power source (that's right: no battery required). A liquid-free needle stabilizes in six seconds or less, the bearing is synthetic sapphire, and the dial reads in both degrees and mils. All of the 3H's features are protected by the armor of a heavy-duty aluminum alloy case with a handy thumb loop for stabilization. \$89.95, cammenga.com

4 Suunto A-30L

A compass needs to be balanced for different geographical zones in order to keep its needle in a horizontal position. While most rely on the existence of five unique balance zones, Suunto has developed a revolutionary two-zone system, narrowing the field to the northern and southern hemispheres. This means that a Suunto A-30L designed for the northern hemisphere will work a reasonable distance into the southern hemisphere (and vice versa). If your missions take you around the world, it's certainly a technology worth having. This acrylic recreational compass also features a snap lock for easy detachment from the lanyard. \$19.95, suuntousa.com

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COMMANDER DOSSIER

General John Buford

The Union victory at Gettysburg had many heroes but none more important than General John Buford, the cavalryman whose valiant stand on July 1, 1863, saved the crucial high ground. Civil War contemporaries respected his abilities, saying, "It was always reassuring to see [Buford] in the saddle when there was any chance of a fight." He was "the Soldier par excellence ... the best cavalryman I ever saw."

Despite such accolades, Buford likely would be forgotten today if not for his single day's work at Gettysburg. Plainspoken and plainly dressed, he shunned publicity, once even ordering reporters escorted from his camp.

Frontier Training

John Buford was born March 4, 1826, near Versailles, Kentucky. As he grew into an adult, he became known as a daredevil rider and crack shot. He attended West Point and graduated 16th of 38 in his class of 1848 — too late to serve in the Mexican War. He was posted to the "dragoons," mounted Soldiers trained to fight as both cavalry and dismounted infantry.

Serving on the frontier with the 1st and 2d Dragoon Regiments, Buford was often regimental quartermaster, planning and supervising logistics for military operations (including the brutal winter expedition through the Rocky Mountains during the Mormon War of 1857-1858).

Buford saw his first bloodletting at Ash Hollow (Bluewater Creek), Wyoming, a punitive strike at the Brulé Sioux in which infantry and mounted troops slaughtered at least 85 fleeing Indians. He applied similar harsh lessons during the Civil War by making examples of Confederate spies and summarily hanging them from the nearest tree.

After years of hard campaigning on the frontier, Buford was quite experienced at combat and the tactical use of both mounted and dismounted troops, as well as the logistics necessary to sustain these operations.

Civil War

Buford was a captain and company commander in 1860 when Southern states began to secede following Abraham Lincoln's election as president. Despite his border-state birth, he remained loyal to the Union. Posted to Washington, D.C., he spent weeks unsuccessfully seeking a field command. Although his father had been a Kentucky legislator, Buford refused to play the political card that might have given him a more rapid promotion.

In July 1862, cavalry in the eastern theater was reorganized, giving Buford the chance he had been waiting for. He jumped from the rank of major to that of brigadier general of volunteers virtually overnight. He then promptly led his new cavalry brigade 25 miles behind Confederate lines, gathering intelligence during the campaign of Second Bull Run. A true "Soldier's General," Buford's leadership style quickly improved his troops' morale as well as their combat performance.

At the Battle of Second Bull Run, Buford demonstrated his tactical grasp by dismounting part of his command for defense while leading the rest in a mounted charge. During the fighting, he suffered a slight wound to his knee, which was probably caused by a spent bullet.

A month later Buford became the Army of the Potomac's chief of cavalry, a mostly advisory role. However, another reorganization soon gave him command of the Army's Reserve Brigade of Cavalry. Buford led the 1st Cavalry Division into combat at Brandy Station on June 9, 1863. During the battle, Union horsemen proved that they were equal to their Southern counterparts. Three days later Buford was officially appointed commander of the 1st Cavalry Division.

On June 30, after three weeks of maneuvering, skirmishing, and scouting the Confederate Army as it moved northward, Buford came upon the small crossroads town of Gettysburg, Pennsylvania. The next day proved to be the most important of his life.

Hot Day at Gettysburg

Scouts' reports convinced Buford that the many roads converging at Gettysburg would very likely lead Lee's widely dispersed army to

SEE

General John Buford: A Military Biography by Edward Longacre. Combined Books, Inc., 1995.

The Devil's to Pay: General John Buford, USA by Michael Phipps and John S. Peterson. Farnsworth Military Impressions, 1995.

Gettysburg discussion group: www.gda.org

Gettysburg, a 1993 film starring Sam Elliot as General John Buford.

CONFIDENTIAL

ASSESSMENT OF BUFORD:

- ✓ AGGRESSIVE
- ✓ BLUNTLY OUTSPOKEN
- ✓ ESCHEWED POLITICAL PROMOTION
- ✓ EXCELLED AT PLANNING LOGISTICS
- ✓ LED FROM THE FRONT

reunite there. Buford deployed his two brigades and an artillery battery – only 2,200 men – to delay up to 70,000 Confederates he expected to arrive piecemeal on July 1. The combative Buford often complained about the lack of aggressiveness among Union generals. This day, however, he would demonstrate the fighting spirit that had been missing in the Army of the Potomac.

Fortunately for Buford's outnumbered defenders, less than two weeks earlier most of his command had been rearmed with Sharps .52-caliber (13.2 mm) breech-loading carbines. Although not true repeaters like the seven-shot Spencer, the rifles' rapid reloading generated a volume of fire that slowed the Rebel advance by convincing them they faced a much larger force.

Buford's hard-pressed troopers held long enough for supporting infantry to arrive – reinforcements that had been hastened along by his urgent situation reports. During the afternoon of July 1, his redeployed troopers fought dragoon style, delivering a withering flanking fire and threatening a mounted charge to buy time for General John Reynolds' I Corps to form a solid defense. Buford's gallant stand gave the Union Army the opportunity to create a strong defensive line along Cemetery Ridge, which Lee's army battered but could not break.

Deathbed Promotion

In the months following Gettysburg, Buford continued to render valuable combat service. By December, however, he lay dying in Washington, a victim of overwork, grief due to his daughter's death, rheumatism and possibly typhoid. President Lincoln hastily approved Buford's promotion to major general so he would be aware of it before his death. On December 16, Buford slipped away, murmuring, "Put guards on all the roads, and don't let the men run to the rear."

Gerald D. Swick is a writer and historian whose works have appeared in "The Encyclopedia of World War II: A Political, Social and Military History," "Lincoln Lore" and other publications.



Brig. Gen. John Buford did not receive a field command until a year after the Civil War began.

Library of Congress Prints and Photographs Division



Buford poses with his aides. The blunt cavalryman was popular with his men but dealt ruthlessly with anyone suspected of being a Confederate spy.

Library of Congress Prints and Photographs Division

WEAPON FILES

Spencer Repeating Carbine



From the Collection of the
Pahoa Museum, Hawaii

Bury it in sand, immerse it in saltwater, fire it 500 times without cleaning, and still the Spencer repeating carbine would be ready for battle. Patented by 19-year-old Christopher Miner Spencer in 1860, this shorter version of the repeating rifle – a 22-inch barrel versus a 30-inch barrel – became the Union cavalry's most coveted Civil War weapon.

The 1850s development of "rimfire" cartridges, similar to modern bullets, made young Spencer's creation possible. Pulling the trigger on the loaded weapon caused the firing pin to strike the rim of the cartridge base, detonating a small explosive. This ignited the larger powder charge within the cartridge case, propelling a conical bullet. Lowering the Spencer's trigger-guard lever rolled a block backward, ejecting the spent cartridge from the breech. A spiral spring then forced a new cartridge onto the block from the buttstock's tubular magazine. Returning the lever to its closed position pushed the cartridge into the breech chamber, completing the loading operation. By cocking the side hammer and aiming through the rear sights, the weapon was then ready to fire again.

The Spencer carbine was fast and deadly. Its ammunition tube could be emptied in 10 seconds while the infantryman's muzzle-loading rifle-musket could fire only three rounds per minute at most. In addition, the carbine's 10-tube ammunition box held 70 rounds versus an infantryman's 40-round cartridge box.

Originally, nine .56-caliber (14.2 mm) rounds were crammed into the ammunition tube, a tight fit that sometimes caused spontaneous explosions in the buttstock. However, switching to a seven-shell tube with smaller .52-caliber (13.2 mm) ammunition eliminated this problem.

Early in the war, the U.S. Army ordered 9,000 Spencer rifles. The budget-minded Ordnance Department tried to reduce or eliminate the order, but the Spencer Company convinced the Army that it could get more by purchasing \$25 carbines instead of \$38 rifles. Between October 1863 and January 1866, the Army procured 94,000 Spencers, more than any other carbine. However, only 46,000 arrived before the end of the Civil War.

The Spencer Illustrated

Although 94,000 Spencer repeaters were manufactured, fewer than half were delivered before the end of the Civil War.



The illustration shows a cross section of the Spencer carbine with its patented seven-round ammunition tube and the spring and lever rapid-reload system. The ammo box held 10 tubes.

Illustrations by Gregory Proch

Spencer Quick Evaluation:

- Sturdy and reliable
- Simple to operate
- Capable of firing seven bullets in 10 seconds
- Carbine and rifle models
- Extensive postwar use on the frontier

Popular legend credits Spencer carbines as the reason General John Buford's cavalry was able to hold back a larger Confederate infantry force at Gettysburg. However, Buford's men were actually armed with single-shot, breech-loading Sharps carbines.

Similar tall tales endow Spencer carbines with deadly long-range accuracy. However, the longer rifle version – virtually identical to the carbine except for barrel length – was a better distance weapon. Privately purchased 30-inch-barrel Spencer rifles proved their worth in the hands of Colonel John T. Wilder's "Lightning Brigade" at Hoover's Gap and Chickamauga. The 22-inch-barrel carbine was durable, dependable and very accurate, but only out to 200 yards.

The Spencer's greatest advantage was its ability to demoralize opponents with its rapid fire. However, the Army never developed tactical doctrine to make repeaters as potent as they might have been.

Gerald D. Swick is a writer and historian whose works have appeared in "The Encyclopedia of World War II: A Political, Social and Military History," "Lincoln Lore" and other publications.

SEE

Spencer Repeating Firearms by Roy Marcot.
Northwood Heritage Press, 1983.

Civil War Firearms: Their Historical Background,
Tactical Use and Modern Collecting and Shooting by
Joseph G. Bilby. Combined Books, 1996.

Overviews of lever-operated repeating weapons:
www.leverguns.com

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WAR COLLEGE

PRINCIPLES OF WAR REVISITED

Unity of Command

The key to success on the battlefield is balancing hierarchy with combat's inevitable anarchy.

It's good to be king. Life is much simpler when you are in charge of everyone. And so it is with military theory. Unity of command, one of the vaunted principles of war, counsels commanders, "for every objective, seek unity of command and unity of effort." There is a good deal of tradition behind this idea – and a lot of myth. It is a principle that cultivates the pervasive but misguided "cult of the commander" in the American military – the idea that when all is as it should be, war boils down to an omniscient commander making infallible decisions and leading his adoring men to victory. Reality, of course, is worlds apart from this model.

As with most of the traditional principles of war, unity of command draws its strength from Napoleon Bonaparte, a true military genius and historical anomaly. At the height of his career, Napoleon was both head of state and commander in chief of his armies, meaning he did not have to strive for unity of command since he automatically possessed it. He was exceptionally gifted and uniquely suited to command his wars of conquest. In the years after his final defeat at Waterloo, Western military thinkers viewed Napoleon as the ultimate example of martial greatness and tried to codify his success in their doctrines and dogmas – hence, the "principles" of war. Basing their observations on the emperor of France, Western theorists concluded that one of the keys to success was unifying all authority under one man.

Principles of War

Mass
Objective
Offensive
Maneuver
Unity of Command
Security
Simplicity
Surprise
Economy of Force

This formula might work if one were the emperor; however, it should not be attempted in combat today because it ignores reality and can even be harmful. Unity of command, like most of the principles of war, is prescriptive (rather than descriptive) and lacks balance. It assumes that the formulation of a strict hierarchy is both normal and preferred in war. But real war is characterized by a spectrum of interrelationships that stretches from hierarchy on the one end to anarchy on the other. The modern commander must function all along that spectrum and develop an effective concept of operation throughout it.

For example, the head of U.S. Central Command operates in the context of both hierarchy and anarchy. He has under him some elements over which he exercises authority through a legal, hierarchical chain of command: U.S. Army, Navy, Air Force and Marine forces. He also leads Coalition troops, over whom he has considerably less command authority. On a daily basis, he coordinates with American ambassadors and representatives from other agencies of the government whom he in no way commands but may be able to influence. He must also cooperate with myriad journalists, foreign government officials and private volunteer organizations – some of whom oppose the United States' goals. What is conspicuously absent in this mixture is unambiguous unity of command, and even unity of effort might be lacking. Therefore, a commanding general must be imaginative, innovative and flexible enough to function capably with both hierar-



chy and anarchy. Like a master chess player, he must even integrate the efforts of those who are working against him. The art of command thus involves building cooperation with those far outside the actual chain of command.

Even at the tactical level of war, the modern officer finds he possesses varying degrees of command authority. An Army captain has platoon and squad leaders who report to him alone, but he might also have an attached artillery or engineer officer (who answers to his own chain of command) over whom he has "operational control" but not total command. He might have a translator or liaison officer from local militia or police. He could have members of the news media embedded with his command. While these

A commanding general must be imaginative, innovative and flexible enough to function capably with both hierarchy and anarchy. Like a master chess player, he must even integrate the efforts of those who are working against him.



ARMY SGT. JEREMIAH JOHNSON

LEFT: Army Gen. John Abizaid, head of U.S. Central Command, leads a joint force composed of Army, Navy, Air Force and Marine Corps units. He also commands Coalition troops from a number of countries that serve alongside U.S. forces in Iraq and Afghanistan. **TOP:** A Marine captain uses his attached Arabic translator to interpret documents captured during a raid in Lutifiyah, Iraq. **BOTTOM:** Lt. Col. Karl Reed, commander of 5th Battalion, 20th Infantry Regiment, discusses security issues with the police chief of Tal Afar, Iraq. A commander's success often lies in his ability to work effectively with local officials such as policemen and village elders.

people can be vital to the captain's success on the battlefield, he does not command them. Therefore, to accomplish his mission, he must transcend the simplistic formula prescribed by unity of command and use persuasion, influence and diplomatic skills.

A realistic appreciation of the limits of command authority underlies some of history's greatest successes. For instance, during World War II Dwight Eisenhower came face-to-face with anarchic relationships every day of his command of Allied forces in Europe. He had to negotiate with generals and field marshals who were only nominally his subordinates and who often acted at cross-purposes with one

another. He had to work with both American and British government officials, relying on his persuasive abilities as much as obedience to his command authority. A lesser man might have thrown up his hands and grumbled about the lack of unity of command. Instead, Eisenhower became a master architect and built the edifice of a successful coalition out of frequently uncooperative bricks that barely fit together. He had no unity of command, little unity of effort, and a miasma of competing agendas, hypersensitive egos and hopeless bureaucracies. Waist-deep in this chaotic mixture, he nonetheless led the way to victory.

As with the other principles of war, there is some logic and common sense in unity of

command; for instance, it can prove a useful expedient. When putting together a military plan of action, a senior commander can organize some of his forces and place them under a single task force commander to facilitate efficient operations. But elevating this proven technique to an immutable hierarchy is simply wrong. The real art of command will always have to confront the inevitable anarchy of the battlefield as well. Balance is the key. ★

Lieutenant Colonel (Ret) Robert R. Leonhard has published numerous articles on modern warfare and has authored three books: "The Art of Maneuver," "The Principles of War for the Information Age" and "Fighting by Minutes."



HOW THEY FOUGHT

P-51 Mustang Crew Chief

World War II's best fighter plane needed more than just a pilot to help make it the "Cadillac of the skies."

Something big is coming up, pal. Mark my words. I've been here two years and this is the first time my ground crew has ever been armed with tommy guns and pistols. The brass is even making us pull guard duty on our plane. Just one more thing to complicate the job of keeping this P-51 Mustang sky-worthy!

I'll ask Lieutenant Spunkmeyer if he knows what's going on. The Lieutenant and I work together almost like an Indianapolis 500 racing team! He's the "driver," with the skills, quick reactions and training to pilot our P-51, the *Princess Elizabeth*, against the enemy. I manage the "pit crew" – the skilled mechanics who have the expertise to keep this Cadillac of the skies flying high.

We've shed so much blood, sweat and tears on this plane that we've come to regard it as our own. One of the other crew chiefs likened the terrible wait during a mission to the feeling you get when you let your son take the family car out alone. If we're lucky, the Lieutenant will bring our baby back in one piece. As crew chief, it's my job to make sure she gets refuelled, rearmed, and if necessary, repaired. If the plane is seriously damaged, we'll be up most of the night fixing things. Occasionally, when either plane or pilot runs out of luck, we find ourselves with a new plane and a new pilot. But it's bad luck to even talk about that, so forget I brought it up.

Lately the squadron has been flying bomber escort for big raids deep into Germany. Once our boys see enemy fighter formations preparing to jump our bombers, they dive and try to

DATE: June 1, 1944
PLACE: Steeple Morden Airfield, Hertfordshire England
UNIT: 355th Fighter Group, USAAF

break up the attack. Generally, little damage is done to our fighters at this stage; the Lieutenant says it's because the quality of the German pilots gets worse with every mission. Anyway, our fighter escorts only have about 10 minutes of "fighting time" over Europe before they have to break and head for home at treetop level. It's during these return trips that we lose the most aircraft.

You see, the pilots are encouraged to expend unused ammunition on "targets of opportunity" such as grounded planes, troops, vehicles, trains, and etcetera. Down "on the deck," our boys can get ground fire from anyone with a weapon. They also run a greater risk for serious damage from explosions and flying debris. Hoo-wee, the garbage that gets flung into the air is incred-



The crew chief and pilot examine a replaced propeller blade on the P-51 Mustang *Princess Elizabeth*.



BETTMAN/CORBIS



NATIONAL ARCHIVES

TOP: P-51 Mustangs of the 361st Fighter Group fly over England. By the end of World War II, the P-51 had destroyed 4,950 enemy aircraft in the air – more than any other fighter in Europe.

BOTTOM: December 27, 1943. Members of the 401st Bomb Group in England familiarize themselves with a newly arrived P-51.

CORBIS

One of the other crew chiefs likened the terrible wait during a mission to the feeling you get when you let your son take the family car out alone.

A ground crewman signals for a P-51 fighter plane to take off from an airfield on Iwo Jima in 1945.

HOW THEY FOUGHT

ible! One crew chief found a locomotive whistle blown halfway through his plane's fuselage after his pilot helped two other P-51s jump a train on a return flight. Flying low is one thing, but potentially getting shot down by a locomotive whistle is going too far! Go ahead and laugh, pal, but we've even pulled small tree branches from our planes' air intakes, and I've lost count of the damaged propeller blades we've replaced.

But those things are easy compared to

when our plane gets shot up. Then we usually have to remove and replace each aluminum panel, no matter how small the hole or dent. For instance, take a gander at the rudder assembly back there. Over 100 rivets have to be *individually* drilled out to get that panel off for repair. Then after the new panel is fitted, every single rivet has to be replaced. So if the Lieutenant flies our plane through the path of machine-gun fire, the damage it sustains from those few seconds will take

about six hours to fix!

But hey, we aren't complaining! We'll do whatever it takes to keep this baby in the air. Like the man says, "Keep 'em flying!" ★

Steve West, a military historian, has written extensively on military subjects in the *United States and the United Kingdom*.

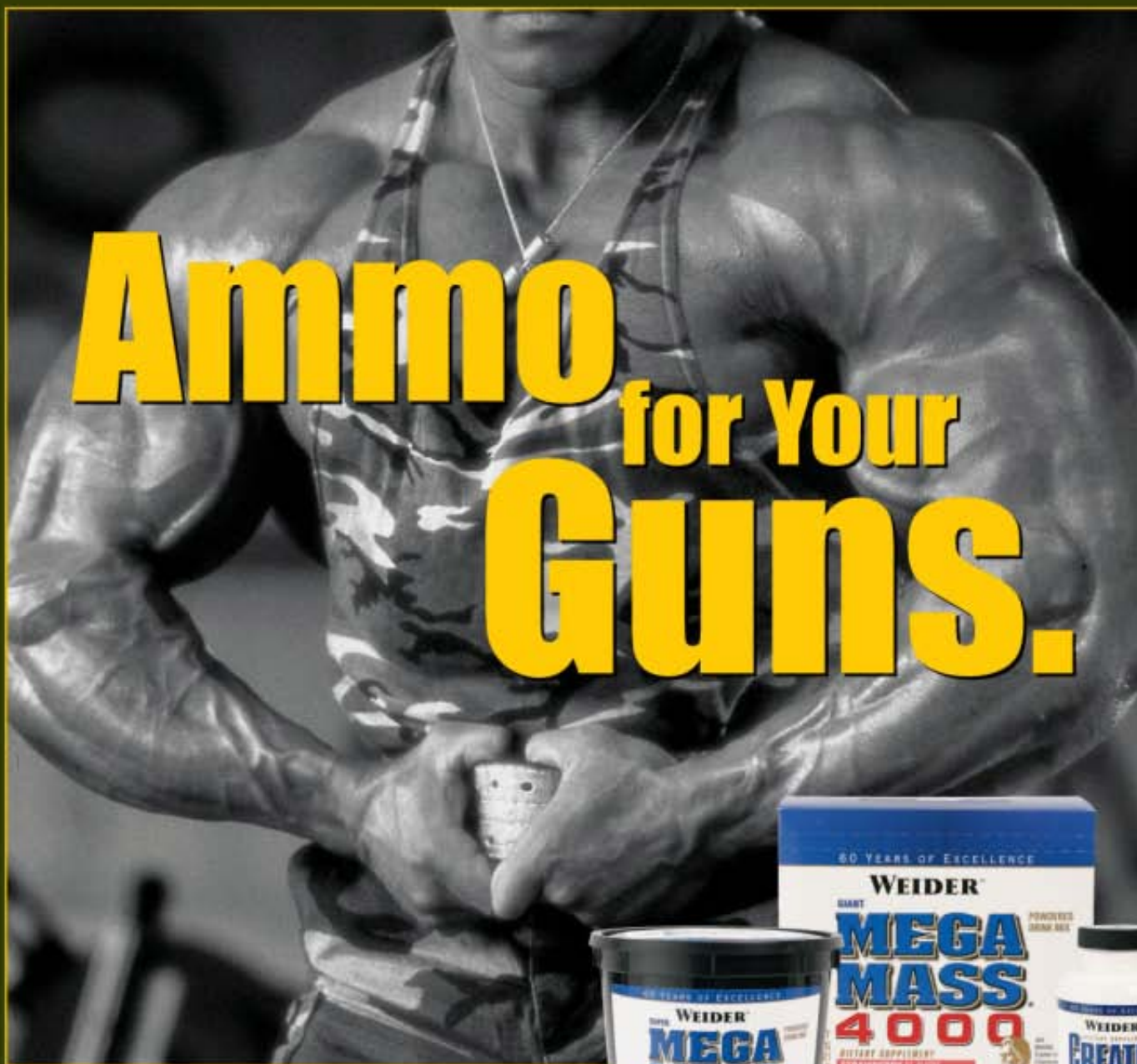
A special thanks to the members and staff at Duxford Air Museum in Cambridge, England, for allowing access to their P-51 Mustang fighter.



LEFT: A member of the ground crew repairs the wing of a P-51 Mustang. Most of the damage sustained by the P-51s occurred during the low-level return leg of the escort missions.

TOP: The crew chief and pilot must work together as a cohesive team to keep the P-51 flying and fighting.

BOTTOM: Lt. Spunkmeyer discusses the overall condition of the *Princess Elizabeth* with his crew chief before taking off on an escort mission over Europe.



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HISTORY'S MYSTERIES

Were the Civil War Draft Riots a Confederate Plot?

Did the bloody 1863 carnage in the streets of New York City erupt spontaneously or was it planned in Richmond?

When darkness fell on the sweltering night of Tuesday July 14, 1863, New York City tottered on the brink of complete destruction. Marauding mobs ruled the streets. They chopped down telegraph poles to build barricades, ripped up train tracks and set fire to dozens of buildings, casting a pall of black smoke overhead. The frenzy of looting, lynching and arson that began on Monday as a protest against the Union's military draft claimed more than 100 lives by week's end, making it the deadliest riot – the largest civil insurrection – in American history. The only larger rebellion against federal authority was Confederate secession, the Civil War itself.

A REBEL CONNECTION?

For many alarmed Northerners, there was little distinction between the riots and the war. They viewed rioters as the “left wing” of Confederate General Robert E. Lee's Army of Northern Virginia and saw the attempt to reduce New York to smoking rubble as an integral part of Southern military strategy. On July 16, *The New York Times* declared, “When the plots of the Southern Rebels for the overthrow of the Union and the inauguration of war first took form and shape, one of the great elements of power and success upon which they counted was the cooperation of the ‘New-York mob,’ or the ‘Northern mob.’ This mob, these masses of the great industrial centers of the North, were at one time looked upon as the chief tool in the hands of the Secessionists.” *The Times* asserted “agents direct from Richmond” were in New York, secretly fomenting and financing the rioters' reign of terror.

Only two weeks earlier, Lee's army of 75,000 men had crossed the Potomac River and invaded the North. The Southerners hoped to win Confederate independence by capturing Baltimore, Philadelphia or Washington, thereby forcing President Abraham Lincoln to sue for peace. At the same time, swashbuckling Confederate cavalry commander John Hunt Morgan rampaged through the Midwest with 2,500 horsemen in an attempt to initiate an uprising and free Rebel prisoners of war before heading east to join forces with Lee. *New York Tribune* editor Horace Greeley and others claimed that Southern sympathizers, labeled “Copperheads” after the poisonous snake, scheduled an insurrection in New York City for July 4. Anxious Northerners believed it to be part of a concerted plan – a “fire in the rear” intended to coincide with Lee's invasion and Morgan's raid.

According to this theory, the revolt was postponed when the Union's Army of the Potomac crushed the Confederates at Gettysburg on July 1-3, forcing them to retreat. To suspicious Yankees, the riots that broke out in New York nine days later appeared to be an attempt to resume the earlier Copperhead plan by destroying the Union's financial, commercial and industrial hub.



Republicans believed the draft riots were premeditated and that New York's Democratic governor, Horatio Seymour, was a conspirator.

An 1863 woodcut illustrates provost guards attacking participants of the New York City draft riots, July 13-16.



HISTORY'S MYSTERIES

Republicans believed the draft riots were premeditated and that New York's Democratic governor, Horatio Seymour, was a conspirator. Supporters of Lincoln's war policies pointed to Seymour's July 4 speech in which he warned Lincoln that his oppressive measures in the name of national security – including the draft, arbitrary arrests, press censorship and suspension of habeas corpus – could provoke a popular revolt. "Remember this," Seymour declared, "that the bloody and treasonable and revolutionary doctrine of public necessity can be proclaimed by a mob as well as by a government."

Seymour was allegedly in league with former Ohio Congressman Clement Vallandigham, a Democrat and arch-Copperhead who had been arrested for seditious speech and banished to the South. Republicans later produced an affidavit from a ship's captain who claimed to have smuggled Vallandigham to Canada and learned of his plans (supposedly approved by the secretary of the Confederate Navy) to enter the United States and orchestrate the draft riots. Democratic Congressman Fernando Wood, the former New York mayor who had proposed in 1860-1861 that the city maintain its commercial ties to the South and break away from the Union, was also assumed to be a covert instigator of the riots. Even if he was not directly involved, his speeches were considered sufficiently inflammatory to constitute an incitement to riot.

Wood reminded his constituents – mostly poor Irish Catholic immigrants who labored on the docks and in the factories – that the nation's first federal draft law (March 2, 1863) exempted the rich for \$300 while sending workingmen to die in an "abolition war." The war that began as a struggle to preserve the Union, Wood asserted, had become a fight to liberate the 4 million blacks declared free by Lincoln's Emancipation Proclamation of January 1, 1863 – the same blacks who would come north to take jobs from poor whites.

All of this, Wood proclaimed, was the fault of Republicans, whose members were drawn largely from a Protestant social elite that openly disdained and excluded immigrants, particularly Catholics. Thus, when the riots erupted, they unleashed decades of pent-up racial, ethnic, religious and class hatred. After sacking a draft office and the homes of wealthy Republicans, the mobs proceeded to attack blacks, hanging them

from lampposts, chasing them into the rivers and destroying their homes. Some 5,000 African-Americans fled the city.

Wood claimed he was out of town during the draft riots, but Republicans swore there were plenty of other Copperhead and Confederate conspirators in the streets, their fine clothing hidden under workmen's garb as they encouraged and directed the mobs. "As a matter of course," declared *The Times*, "they work under false pretenses and with devilish subtlety."

NO SMOKING GUN

No solid evidence of a Confederate plot to foment the riots has ever emerged. Even Republicans like Sidney Gay and James Gilmore of the *Tribune* editorial staff, who claimed to have Copperhead informants and lists of names, declined to identify the masterminds of the riots. The inescapable conclusion is that they had no specific information. Fearing that hunting down conspirators would

provoke more violence, President Lincoln declined to launch a federal investigation. This decision ensured that the identity of ring-leaders – if there were any – would forever remain one of history's mysteries.

In any case, it was unlikely that a probe would have uncovered a Confederate plot. The strongest evidence suggesting that the draft riots were a popular rebellion and not a conspiracy was that the Confederacy, using Canadian-based agents, tried unsuccessfully throughout the rest of the war to replicate the uprising. For instance, in August 1864, a riot planned to coincide with the Democratic Convention in Chicago never materialized. Likewise, a November 1864 attempt to burn New York City was drastically scaled back when local Copperheads got cold feet. It was simply not possible for a band of saboteurs to summon forth the many layers of social conflict, racial antagonism and political enmity that produced the "bloody week" of July 13-17, 1863.

DIVIDED UNION

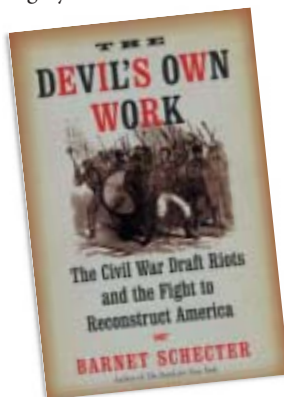
The draft riots confirmed that the presumably monolithic Union was deeply divided over the government's war aims. The riots might have been predicted by New York's hundreds of new millionaires, established families and corrupt politicians had they not ignored sanitary reformers who warned that "slave" wages and human misery in the festering slums were producing a violent underclass. Blacks and poor whites, the two groups pitted against each other on the bottom rung of the economic ladder, collided tragically in the draft riots and faced a steep climb to improve their lot in the next 100 years.

Gradually, after the Reconstruction era's Ku Klux Klan attacks and the Gilded Age's violent clashes between striking workers and government troops, the acceptance of blacks strengthened the ranks of organized labor. Eventually, with the Second Reconstruction of the 1950-1960s, the federal government returned in earnest to the "good fight" advanced by the Civil War: the quest to fulfill the ideals of freedom and equal opportunity set forth by the nation's founders. ★

Barnet Schecter is the author of *"The Devil's Own Work: The Civil War Draft Riots and the Fight to Reconstruct America"* and *"The Battle for New York: The City at the Heart of the American Revolution."*

Walk Where They Rioted!

Historian Barnet Schecter's outstanding new book, *The Devil's Own Work: The Civil War Draft Riots and the Fight to Reconstruct America*, includes an exciting bonus – a walking tour of New York City that takes in all the principal locations relating to America's most deadly war. Those who assume that the city's Civil War history must surely be buried under tons of concrete and steel will be amazed! Both the book and the tour are highly recommended.



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COMMAND DECISIONS

HITLER'S WILD GAMBLER ST DECISIONS

While many of the Nazi leader's gambles paid off, others paved the way for Allied victory.



Nazi dictator Adolf Hitler wagered high stakes in the years leading up to World War II and during the war itself. Frequently his bets paid off, particularly in the early years. Hitler thumbed his nose at the Allies when he ignored the Versailles Peace Treaty restrictions, marched German troops into the demilitarized Rhineland, annexed Austria, and then bullied the Sudetenland from Czechoslovakia through the cowardly Munich Pact in 1938. In 1939, he snatched the rest of Czechoslovakia and then engineered a stunning alliance with Stalin that made possible Germany's attack on Poland on September 1. He was on a roll.

Hitler's series of lightning campaigns in 1940 captured Norway, Denmark, the Benelux countries and France. By the end of June, England was the only holdout – and its days seemed numbered, despite the defiant rhetoric of its new prime minister, Winston Churchill.

By midsummer 1940, Hitler's string of bold gambles appeared to have paid off handsomely. As the war progressed, however, Der Führer made several fateful command decisions that helped pave the way to Allied victory.

HUBRIS

Hitler's boundless arrogance, bolstered by his previous successes – many of which were achieved in the face of strong opposition from his own military leaders – fostered two fatal beliefs: that he was infallible, and that any difficulties he encountered would be overcome by the sheer power of his will. Fortunately, he was wrong on both counts. Hitler would make many bad command decisions during the war, with the following being among the worst of the lot.

Choosing the Blitz Over an Invasion of England In the weeks after Britain evacuated approximately 300,000 survivors of its expeditionary force from the sands of Dunkirk in June 1940, the island was nearly defenseless. The Dunkirk returnees, whose heavy weapons were abandoned in France, were pitifully disorganized; air defenses were in disarray (the Royal Air Force had fewer than 1,000 fighters); the fleet was kept far north at the Firth of Forth (only four destroyers were in Channel bases); and the British high command unwisely planned its meager defenses around an improbable German invasion of East Anglia! Therefore, Hitler's decision to execute an ultimately



Soviet infantry, supported by Lend-Lease U.S. M-3 light tanks, attack German positions northeast of Stalingrad.

NATIONAL ARCHIVES

BETTMANN CORBIS

September 19, 1939.
Adolf Hitler and Gen.
Alfred Jodl, chief of the
German army operations
branch, study a map
following the Nazi
victory in Poland.

Clearly, Hitler thought England was doomed in 1940. He therefore had already shifted his sights toward a bigger target, Russia, which he had always considered Germany's main enemy.

The greatest battle fought by the Western Allies, was the result of Hitler's last truly bad decision

futile Luftwaffe bombing campaign (Blitz) instead of launching an invasion (Operation Sea Lion) seems incredible.

Hitler, who harbored less ill will against Britain than did Stalin, assumed England must inevitably capitulate. As unbelievable as it seems, one of his justifications for turning to attack Russia was to further demoralize England by destroying any hope the British might harbor that the Soviet Union would eventu-

COMMAND DECISIONS



Firefighters work in the wake of a German Luftwaffe attack during the Battle of Britain.

ally come to their rescue. Hitler's convoluted worldview seethed with such fantasies, leading him to misjudge completely the endurance of Britain's population and the iron will of his English nemesis, Winston Churchill.

Putting Operation Sea Lion permanently on hold, Hitler made the mistake of choosing the Blitz over an invasion of England. He then compounded this egregious error with his worst decision of the war – the 1941 assault on Stalin's Russia while England still fought on.

Attacking Russia in 1941 As a backroom schemer, Soviet dictator Joseph Stalin had few peers. Despite the Nonaggression Pact in August 1939, Stalin continued his attempts to extend Soviet influence in the Balkans, much to Hitler's annoyance. Of particular concern to the Nazi dictator were Russian machinations involving Rumania, home of the Ploesti oilfields. Clearly, Hitler thought England was doomed in 1940. He therefore had already shifted his sights toward a bigger target, Russia, which he had always considered Germany's main enemy (read *Mein Kampf*). Moreover, Stalin's 1940 grab of the Baltic countries, and especially two big chunks of Rumania (Bukovina and Bessarabia), seemed to threaten Germany's back door.

Furthermore, Hitler was greatly encouraged by his assessment of the ineffectiveness of Russian military forces, gauging that Stalin's purges of Red Army leadership (1937-1940) had terminally weakened Soviet combat power. The recently decapitated Red Army's abysmal performance in the 1939-1940 Winter War against tiny Finland only strengthened his conviction that Germany need only "kick in the door [to Russia] and the whole rotten edifice will collapse." This shortage of experienced Soviet combat leaders coupled with the glar-

ing inadequacies of the Red Army's troop dispositions – Soviets forward deployed in Stalin's newly acquired Polish territories had yet to construct formidable defenses there – led Hitler to

confidently assume a victory over Russia in just six weeks.

Hitler had one additional reason for his interest in attacking Russia: While England possessed no oilfields, those at Baku in the U.S.S.R. temptingly beckoned.

Declaring War on the United States What was Hitler thinking?! A more temperate leader already engaged in a war on two fronts might have thought twice about bringing the greatest industrial power in the world into the European conflict. Instead of letting America and Japan fight it out in the Pacific while Germany attended to England and Russia in Europe without U.S. participation, Hitler declared war on America on December 11, 1941. While he may have reasoned that this would encourage his Axis ally Japan to attack Russia in the Far East, he was fatally wrong. Franklin D. Roosevelt, desperate for an excuse to enter the European war, was greatly relieved by Hitler's rash declaration. Churchill, of course, was delighted.

In a period of less than six months (June 22 to December 11, 1941), Hitler's hubris had succeeded in arraying against Germany the full weight of both the world's largest land force and history's most dynamic industrial power. Although the devastating impact of the Red Army and of America's factories would not be fully felt for two more years, these two fateful decisions in 1941 doomed Nazi Germany.

Standing Fast at Stalingrad The epic battle that raged from November 1942 to February 1943 in the rubble of the city named after the Soviet dictator is clearly the European war's turning point. Before Stalingrad, Hitler's East Front armies held the strategic initiative, launching offensives that determined when and where the eastern war would be fought. After the battle on the Volga and the disastrous outcome for Germany in the Battle of Kursk the following July, the Red Army began its inexorable march to Berlin. The best that Hitler's commanders on the Eastern Front could then hope for was to conduct tactically skillful defensive operations that would delay Germany's inevitable defeat for as long as possible.

Hitler had already made several bad decisions affecting combat operations in the east before making his worst one of the Russian



Soviet infantry recapture the town square in Rostov, Russia, after routing German troops and pushing them back toward Germany.

campaign, his ill-advised "stand fast" order. Constantly fiddling with German army dispositions, he spent hours poring over maps, even ordering individual battalions moved hither and yon, while in general inappropriately inserting himself into the conduct of the eastern war. His actions laid the groundwork for his subsequent stubborn refusal to allow the 300,000 men of General (later Field Marshal) Friedrich von Paulus' Sixth Army to extricate themselves

from the rapidly closing Russian trap. Any hope Hitler had of beating Stalin died in the freezing ruins of Stalingrad the moment he issued his fateful "stand fast!" order.

the Battle of the Bulge, of the war.

Launching the Ardennes Offensive The greatest battle fought by the Western Allies, the Battle of the Bulge, was the result of Hitler's last truly bad decision of the war. Conceived by a mind that was rapidly losing touch with reality, the German Ardennes Offensive was intended as a masterstroke that in a single gigantic battle would rescue Nazi fortunes in the west and impose a negotiated settlement on England and America. Completely Hitler's brainchild, none of his senior commanders thought it could achieve the major break-



NATIONAL ARCHIVES

June 6, 1944. Soldiers of the 1st Infantry Division head toward Omaha Beach as the Allies invade German-occupied France on D-Day. Did Hitler's declaration of war on the United States help lead to his eventual demise?

through to Antwerp and the Allied split that the Führer had predicted. Yet cowed by Hitler's ruthless rooting out and execution of anyone even suspected of being involved in the July 20, 1944, assassination attempt, Germany's military leaders never seriously protested his Ardennes gamble.

Hitler's generals obediently set about gathering the precious resources necessary for the huge offensive, even though by this stage of the war, the assets were desperately needed on the Eastern Front to stem the relentless Soviet advance. Hitler, however, was determined to throw everything away in a single battle in the west – one that never had a chance to achieve his grandiose breakthrough goal. Like his hero, Prussian King Frederick the Great, whose portrait Hitler would later brood over in his Berlin bunker, the Nazi dictator imagined himself somehow devising a brilliant stroke of arms that would confound Germany's enemies and miraculously win the war.

Surrounded by sycophants and yes-men, and with his remaining armies controlled by either commanders who lacked the moral courage to stop the madness or Nazi fanatics on the short track to Valhalla, Hitler starkly demonstrated just how badly he misjudged the fundamental nature of the Western alliance arrayed against Nazi Germany. He assumed that the Supreme Allied Commander, General Dwight D. Eisenhower, would require direction and approval from Washington and London before initiating a coordinated Allied response, a process the dictator presumed would take days. In Hitler's paranoid world, there was no such thing as an independent field commander who dared to exercise the authority to make strategic or even operational command decisions. Ike, however, had both the authority and the will to use it. Within hours of the commencement of Hitler's Ardennes Offensive on December 16, 1944, Eisenhower had set in motion the major reorganization of the entire Western Front that resulted in the disastrous German defeat.

Ike's strategic command decisions in the Battle of the Bulge drew high praise from his political bosses, Roosevelt and Churchill. However, had he been working for Hitler, they might just as likely have drawn a firing squad. ★

Colonel (Ret) Jerry D. Morelock, Ph.D., is Managing Editor and Senior Historian of ARMCHAIR GENERAL.

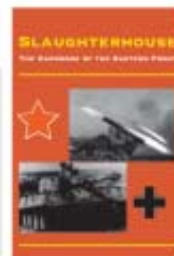
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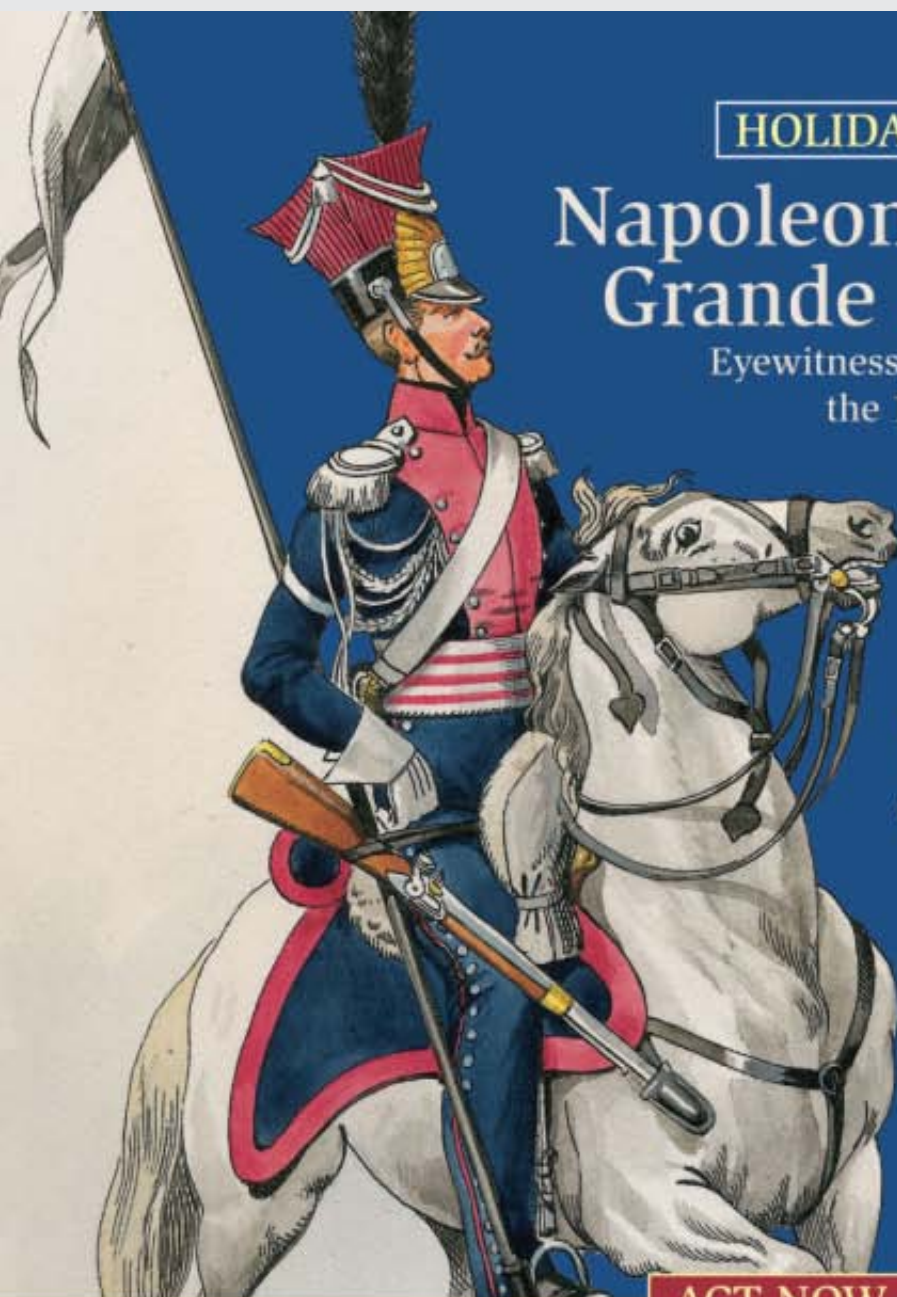
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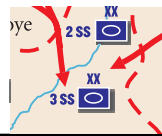
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Next
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INTERACTIVE



COMBAT!

September 20, 1950. U.S. Marines engage North Korean forces in the streets of Seoul. Gen. Douglas MacArthur declared the city liberated on September 26, but the fighting raged on until September 28 when remaining North Korean troops finally surrendered.

**Marines
in Seoul,
1950**

NEXT PAGE

ACG INTERACTIVE COMBAT!

Choose the correct course of action as your rifle squad battles fanatical North Korean holdouts in a city-fight nightmare!

You are Staff Sergeant Henry “Hank” Jackson, squad leader of seven Marines. Almost two weeks ago, on September 15, 1950, you led your squad over the seawall at Inchon in the first wave of General

Douglas MacArthur’s brilliant amphibious “end run.” The maneuver caught the invading North Korean army stretched dangerously thin and sent it streaming back toward the 38th parallel. Your unit, part of the 1st Marine Division, quickly advanced from Inchon to the South Korean capital of Seoul but is now involved in a bitter, house-to-house city fight.

Despite MacArthur’s optimistic an-

nouncement yesterday that Seoul had been liberated, pockets of die-hard North Koreans continue to hold out. Of the 10 Marines who followed you over Inchon’s seawall, three have fallen in these last five days of deadly urban combat. However, your company commander has just reinforced your squad with a three-man machine-gun team, adding the welcome firepower of a .30-caliber M1919A4 to your M-1 rifles and the Browning Automatic Rifle (BAR). You also carry a .45-caliber M3A1 “grease gun,” which you recently appropriated from a tanker. Some hand grenades and a few rifle grenades complete your meager arsenal.

DATE/TIME:

4:30 p.m.,

September 27, 1950

LOCATION:

Seoul, South Korea

MISSION:

Clear enemy soldiers
from church and
nearby building

UNIT:

Staff Sgt. Hank Jackson’s
USMC rifle squad

ENEMY:

North Korean machine-
gun team and at least
one sniper

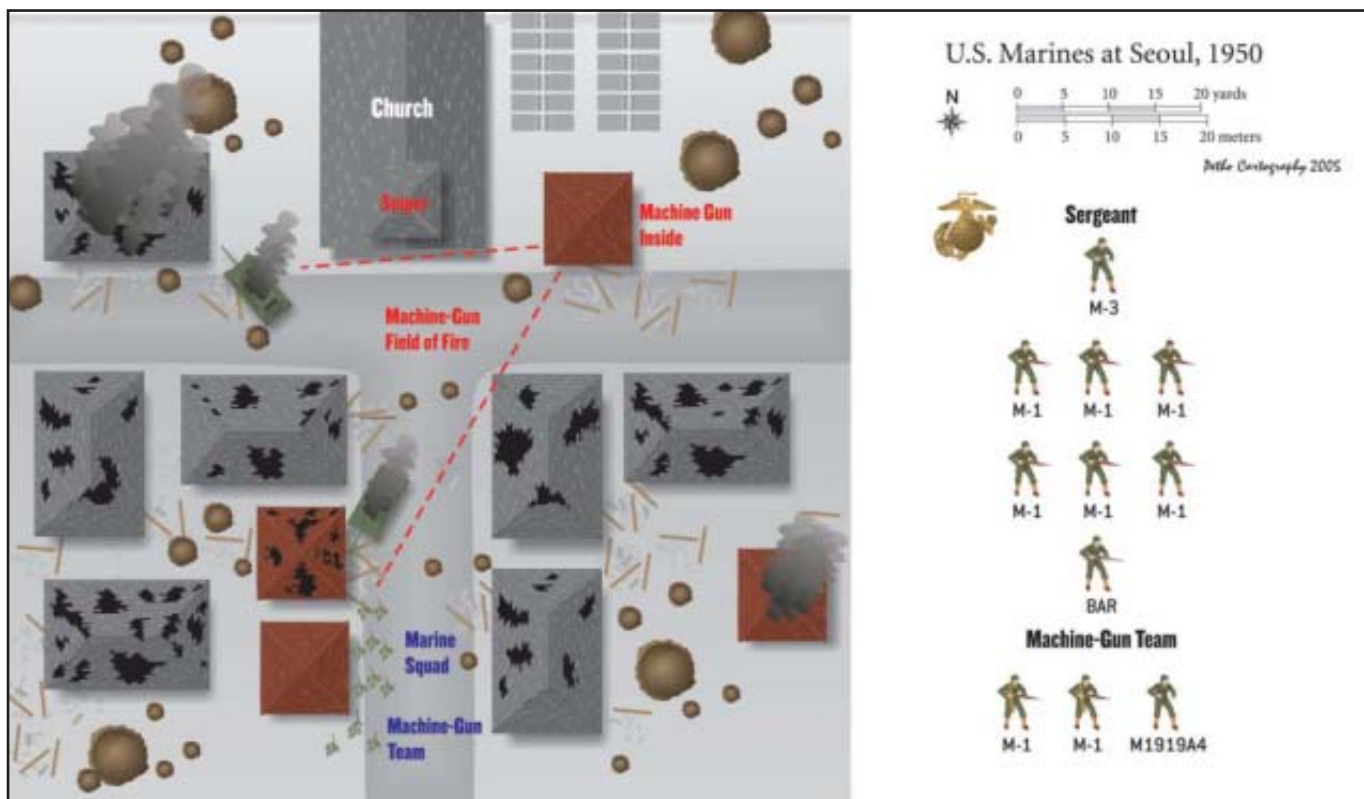
Receiving the machine gun is the good news. The bad news is that your commanding officer wants to use the steeple in the church just up the street as an observation post; however, a North Korean sniper is already there! And just to make things interesting, you have spotted an enemy machine gun positioned in the building to the east of the church. From that location, the entire street intersection is within its field of fire.

As you crouch in the rubble and consider your options, you notice smoke bil-

lowing from two knocked-out enemy T-34 tanks. Now it is time to decide how to neutralize the enemy soldiers in the buildings up ahead.

What is Your Decision, Sergeant Jackson?

Turn the page and listen in as Jackson briefs his men on the correct course of action.



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ACG INTERACTIVE COMBAT!

SQUAD LEADER'S ASSESSMENT

Urban combat is definitely not something for which you are trained. Marines are supposed to make amphibious landings, invade tropical islands and blast stubborn enemies out of bunkers and hidden tunnels – not get bogged down fighting through a concrete jungle. However, these last five days of street fighting in Seoul have been a crash course in surviving city combat. You must use this recently acquired knowledge to devise a plan to accomplish this mission without getting everyone killed.

You peer warily over the pile of bricks and silently calculate your odds. The sniper in the church steeple occupies the highest point around and therefore has a 360-degree field of fire. He's likely armed with a Soviet or Chicom copy bolt-action Mosin-Nagant, a World War II sniper weapon. Thankfully, he won't be able to generate a high volume of fire so buildings and rubble can be used as safe havens for your men – at least temporarily.

The enemy machine gun covering the intersection won't have any problem with volume of fire. From its position in the left front of a one-story building, its kill zone extends in a deadly arc from the nearest burned-out T-34 to approximately where the second destroyed tank sits to the left of the intersection.

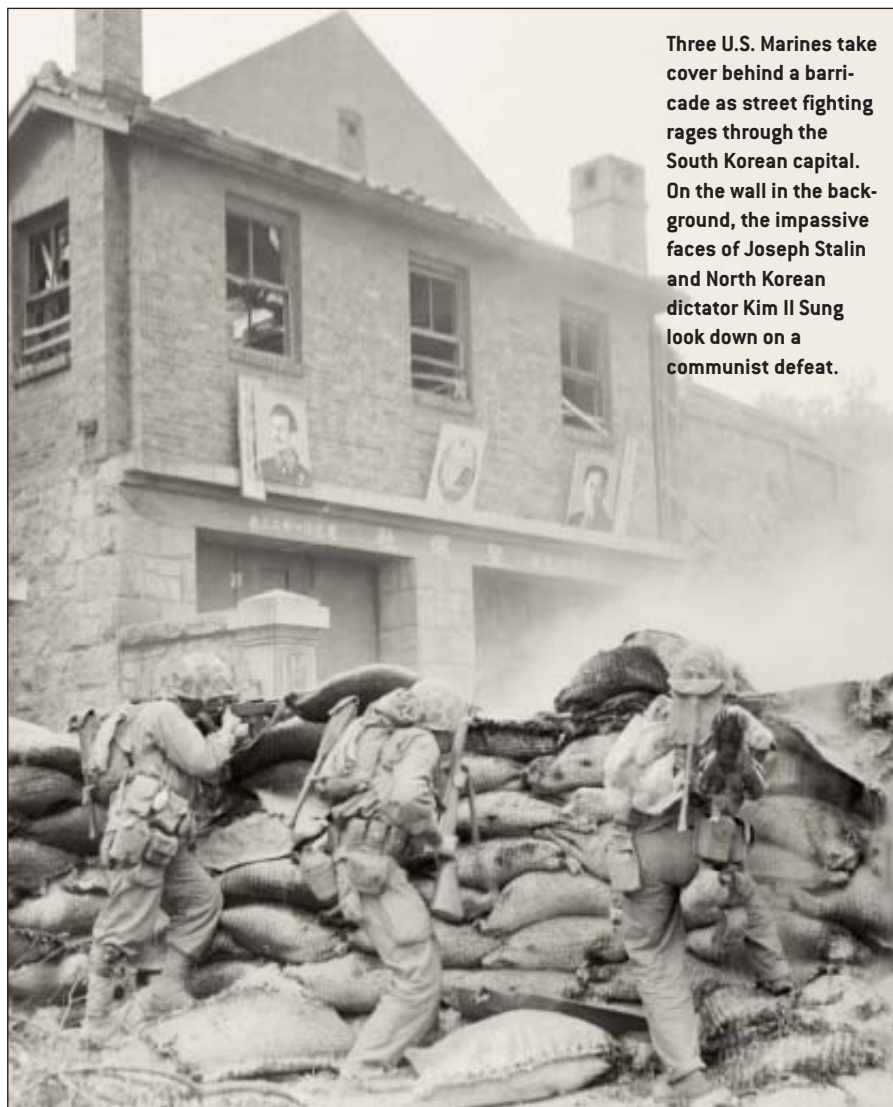
POSSIBLE COURSES OF ACTION

You realize there is no "by the book" course of action for this situation since the Corps hasn't written the book on city fighting yet. It all boils down to a decision on which threat to eliminate first – the sniper or the machine gun. The sniper can pick off your squad one by one if you give him time and opportunity. On the other hand, the machine gun can wipe out half your squad in seconds if you make a wrong move.

SQUAD LEADER'S BRIEFING

You turn toward the anxious faces of your Marines and lay out the options. "OK, we're going after the machine gun first. It's the most dangerous threat; however, since its field of fire is limited to the front of the church, it's also the most vulnerable if we approach from the side.

"I'll take Smith, Woody, Dileo and Reynolds with his BAR. The rest of you stay here with the machine-gun team and cover



Three U.S. Marines take cover behind a barricade as street fighting rages through the South Korean capital. On the wall in the background, the impassive faces of Joseph Stalin and North Korean dictator Kim Il Sung look down on a communist defeat.

BETTMANN/CORBIS

The sniper can pick off your squad one by one if you give him time and opportunity. On the other hand, the machine gun can wipe out half your squad in seconds if you make a wrong move.

us. Since the sniper can't hit what he can't see, the five of us will individually infiltrate through those buildings to our right, hugging their far side. We'll gather at the cross street, then Reynolds will fire a long BAR burst at the sniper's perch. That'll be the signal for our machine gun to plaster the church steeple, forcing the sniper's head down while

we cross the street and destroy the enemy machine gun from the building's rear with hand grenades, the BAR and my grease gun. With the machine gun eliminated, we can get into the church through the front door and take out the sniper trapped inside." ★

Colonel (Ret) John Antal is Editorial Director of ARMCHAIR GENERAL.

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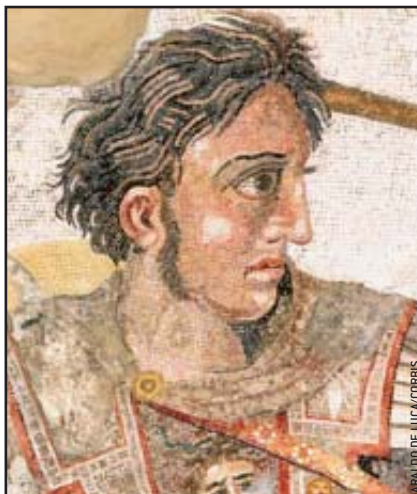
READER CHALLENGE



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Napoleon?



Alexander?



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INTERACTIVE

YOU COMMAND

1942 St. Nazaire,

Test your combat decision-making skills as you attempt to pull off World War II's greatest Commando raid!

It is early 1942 and plans for Operation Chariot are under way in Falmouth, England. The origins of this mission can be traced to the destructive wake left by the Kriegsmarine (German navy) battleship *Bismarck*. The deadly Nazi ship posed a constant threat to merchant convoys as they sailed across the Atlantic Ocean with crucial war supplies headed for Britain. Then on May 24, 1941, the *Bismarck* sank the pride of the Royal Navy, the HMS *Hood*, along with 1,500 sailors. Fortunately, just three days later the British avenged the *Hood* and the *Bismarck* now rests at the bottom of the Atlantic. However, a greater threat looms. The *Tirpitz*, the larger and more powerful sister ship of the *Bismarck*, lies safely tucked away in a fjord near Trondheim, Norway.

The *Tirpitz* displaces 52,600 metric tons, measures 253 meters long and can steam at 30 knots. Armed with eight 380 mm main guns and a secondary battery of a dozen 150 mm guns, the mighty vessel boasts a hefty 315 mm principal armor belt. Neither Royal Air Force (RAF) nor Royal Navy aircraft have been able to sink the ship – although many valuable aircrews have been lost in failed attempts.

The enormous size of the *Tirpitz*, however, is also its one significant vulnerability. St. Nazaire on the coast of France is home to the only German-controlled port on the Atlantic seaboard big enough to accommodate the *Tirpitz*. It is here that the ship would seek refuge and an opportunity to refuel and resupply prior to striking out for deadly sorties. Situated a few miles inside the mouth of the Loire River, St. Nazaire's huge Normandie Dock was built specifically for the world's largest passenger liner, the *Normandie*. (See pullout map between pages 48 and 49.) The objective of Operation Chariot is to deny the *Tirpitz* access to this unique berth, thereby preventing the German ship from riding the high seas of the Atlantic where it could cut Britain's lifeline.

You are in Command!

Armchair General challenges YOU to take command of this historical battle. Here's how to get in on the action:

READ the article carefully

DEVELOP your own solution to this tactical dilemma

RECORD your solution on the pullout form between pages 48 and 49

SEND to *Armchair General* by February 24, 2006

Winning Reader Solutions will be printed in the July 2006 issue.

Armchair General now takes you back to this March 1942 mission in which you will play the role of Lieutenant Colonel A.C. Newman. You command a special battalion composed of 250 highly motivated and very skilled demolition experts and assault teams selected from British Army Commandos Numbers 1 through 6 and Numbers 9 and 12. Armed with Thompson submachine guns, Bren light machine guns, .303 Lee-Enfield rifles and various demolitions, these Commandos must destroy Normandie Dock.

Commander, prepare your men for battle!

DEATHTRAP ON THE LOIRE

The harbor at St. Nazaire is an active Kriegsmarine base for U-boats, minesweepers, torpedo boat destroyers and numerous smaller craft, all at various states of sea readiness. (See map on page 47.) Eight miles away, at the mouth of the Loire, several defense batteries in massive concrete fortifications housing guns of up to 340 mm guard the coast of France while a series of 75 mm guns protect the waterway approach to the harbor. At night, strategically placed searchlights assist these guns in target acquisition.

Neither Royal Air Force nor Royal Navy aircraft have been able to sink the Tirpitz – although many valuable aircrews have been lost in failed attempts.



IMPERIAL WAR MUSEUM (HU 35755)

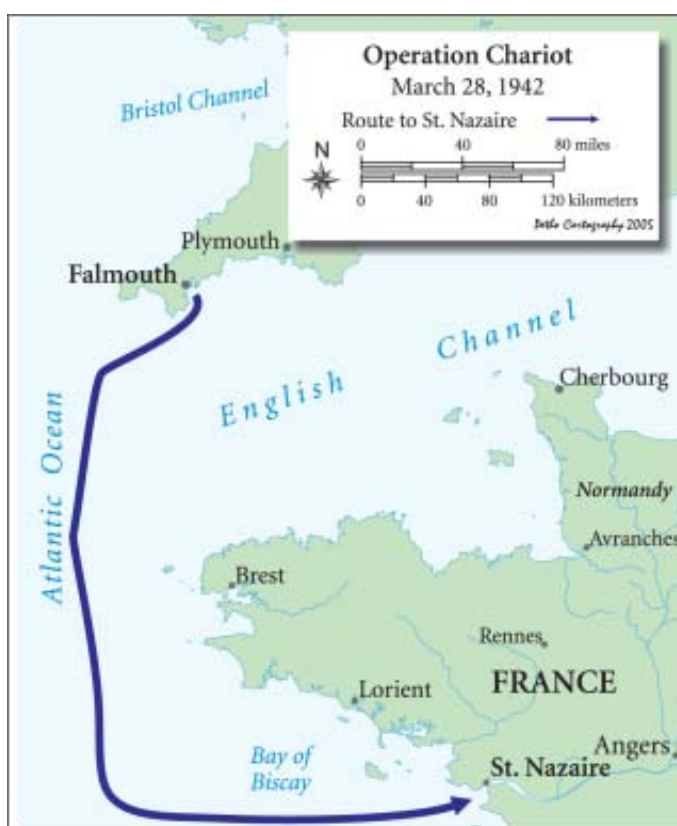
At the immediate entrance to the port, a *sperrbrecher* (harbor defense ship) mounts two 20 mm and one 88 mm flak guns. Four searchlights support 15 flak guns (20 mm, 37 mm and 40 mm) scattered about the harbor as defense against air attacks.

Several army battalions barracked in the surrounding countryside can be called on for ground assault purposes. However, they would take some time to assemble. Companies of sailors, although not considered the fighting equal of front-line infantry, are outfitted with small arms and light machine guns to provide additional manpower.

St. Nazaire's anti-aircraft defenses and the many weapons defending the harbor's restricted, eight-mile water approach make any British attack extremely dangerous. Your Commandos will need all their skills – as well as a good deal of luck – to ensure this vital port on the Loire does not become a deathtrap.

A GOOD SHOW

Operation Chariot falls under the Combined Operations directive led by Lord Louis Mountbatten. A week ago, Mountbatten's chief of staff (COS) called you and the key members of your planning team together in



ABOVE: The *Tirpitz*, the larger and more powerful sister ship of the *Bismarck*, lurks in the fjords of Norway. If based along the Atlantic coast, the vessel will pose a dangerous threat to Allied convoys.

From a berth at St. Nazaire, the *Tirpitz* could seriously disrupt Britain's Atlantic lifeline. Commandos set forth from Falmouth to prevent that nightmare from happening.

ACG INTERACTIVE YOU COMMAND

the Admiralty briefing room to provide you with critical information.

"Your goal," the COS said, "is to neutralize the harbor, most importantly, Normandie Dock. Colonel Newman, you will have sole responsibility to follow up these plans and act as the commander for this important mission. Chariot must succeed in knocking out the dock and keeping that bloody big bastard up in Norway and out of mischief. Lord Louis expects you to put on a good show, gentlemen. I'm sure you won't disappoint him."

At the COS's nod, the directive operations officer picked up the briefing. "As you are aware," he began, "the Old Town of St. Nazaire lies right alongside the port. Due to the area's high concentration of French civilians, the Ministry of Defense has ruled out any massive effort by RAF Bomber Command to destroy the port's infrastructure."

Noting the concerned glances exchanged by your staff, the COS interrupted. "The PM himself ruled out a bombing attack, gentlemen. So, if you want to debate the decision with Churchill, I'm sure Lord Louis can get you an appointment." At this, all eyes looked away. No one was anxious to cross verbal swords with Britain's formidable prime minister.

The operations officer then pressed on. "Likewise, an airborne assault is not an option. There are no landing zones within the town, nor could you land in the surrounding countryside as your men would immediately be cut off from the port and undoubtedly be engaged by Wehrmacht forces before they could properly form up. Your only option is a seaborne assault."

After reviewing the nautical charts for the Loire River estuary, he continued. "The riverine approach to the port is marked by strong currents, numerous shoals and only one main channel for a ship with a deep draft. For a seaborne assault, the port has three possible points of disembarkation: the southern stretch of beaches within the Avant Port, the landing slipway at the Old Mole, and the lower quay located at the Old Entrance. High seawalls will make landing across the jetties difficult but not impossible.

"Colonel Newman, the Royal Navy will provide several vessels for your operation. Once you leave Falmouth, the destroyers HMS *Atherstone* and HMS *Tynedale* will serve as escorts, guarding your main force on

the route to and from the mouth of the Loire. Offshore, the submarine HMS *Sturgeon* will surface to act as a navigational beacon. To conduct the raid itself, you will be given 14 Fairmile motor launches/gunboats armed with either a 47 mm main gun or 20 mm Oerlikon cannon and several Vickers .303-caliber machine guns. Each boat can hold up to 25 Commandos."

With a wry smile, the operations officer added, "In addition, you'll have some help from the Yanks." After a ragged chorus of "Bout time!" rippled through the room and died down, he elaborated. "We have two vintage 1919 Lend-Lease destroyers obtained in 1940 from the U.S. Navy as part of the Churchill-Roosevelt 'destroyers for bases' swap. President Roosevelt gained a number of key bases in the Western hemisphere; we acquired 50 Great War-era destroyers. However, the ships' original American configuration will not work for our purposes since their four-stacker silhouettes give away their age and Allied origins. Additionally, the vessels' deep drafts would confine them to the main channel, increasing their chances of meeting outbound vessels. Finally, the destroyers' depth charges are unsatisfactory for our Commando raid."

Although no one spoke it aloud, it was painfully evident that one question was at the forefront of all the men's minds: *Well, what bloody good are they then?*

Anticipating this reaction, the operations officer quickly explained, "To rectify these shortcomings we are completing several modifications to the vessels, which we will refer to as Yank Destroyer 1 and Yank Destroyer 2. On each ship, two engine boilers and their corresponding smokestacks are being removed altogether. The weight saved will reduce the drafts without unduly cutting headway and therefore the destroyers won't be restricted to the main channel. To further camouflage their distinctive silhouettes, the two remaining smokestacks are being cut to a raked angle. At a distance this will give the ships the appearance of Kriegsmarine Möwe-class torpedo boat destroyers. We are also removing their depth charges and racks and replacing them with eight 20 mm Oerlikon cannon per vessel, four guns on each side. Forward, we'll keep the Yank 75 mm main gun, but just behind and to either side of it we're mounting two 3-inch mortars.



"Gentlemen, let me finish by explaining what you'll use to obliterate Normandie Dock – your 'Big Bang,' so to speak. Yank Destroyer 1, the HMS *Campbeltown*, is being outfitted as a massive floating demolition charge. The forward compartments of the ship will be filled with 24 depth charges – 4.25 tons of high explosives wired together and sealed in concrete to direct the blast forward. The ship will ram the seaward side of Normandie Dock and scuttling charges will then sink her. Several hours later the main demolition charge in the bow will go off, taking the dock's lock gate with it. Yank Destroy-

D-Day for Operation Chariot has been set for March 28, and your Commandos will have only one chance to get it right.



LEFT: A group of commandos poses for a photo prior to embarking the HMS *Campbeltown* for the raid on St. Nazaire.

cuss the first possible course of action. (See pullout map between pages 48 and 49.) Using all the Fairmiles boats, we will land along the southern shoreline on both sides of the Avant Port. This will enable our Commandos to disembark in shallow water abreast of one another, similar to an LCA (landing craft assault) landing wave. The other landing points will not easily accommodate this method of debarkation since they could already be occupied with enemy or French vessels. Once ashore, the men will form up and assault Normandie Dock from the landward side. This maneuver should add some level of confusion to the German reaction, as we will be coming at them from inside the port area.

"Simultaneously, the HMS *Campbeltown* – our 'Big Bang' – will ram Normandie Dock, and several hours after our withdrawal her explosives will destroy it. Then," you conclude, "on the rally signal, our Commandos will embark the Fairmiles and we will evacuate back along the channel."

Lieutenant Baker speaks up. "Sir, if I may?" At your nod, he continues. "I am concerned about the tide. It could make for a tough slog off those landing beaches, especially when our men are burdened with explosive kit. In addition, they'll be restricted to crossing the locks and bridges at only three or four locations while moving to the dock. These crossings could prove to be choke-points, giving the Germans the upper hand and a chance to delay the timetable."

Shaking his head, Captain O'Toole chimes in. "Lieutenant, we'll be landing in an area with very few enemy guns and assisted by the superior firepower of our Fairmiles. I think those advantages will outweigh any possible problems we might encounter while moving to the main target."

COURSE OF ACTION TWO: LITTLE SHIPS AT THE OLD MOLE AND OLD ENTRANCE

Noting the remarks of your staff members, you begin to explain your second course of action. (See pullout map.) "Another option would be to divide the Fairmiles into two squadrons of seven vessels each. Squadron 1 will put Comm-

er 2, though she will be camouflaged, will not be equipped with explosives."

The briefing ended with final words from the COS. "Although Normandie Dock must be destroyed at all costs, there are enough secondary targets to keep all of you chaps busy. We've noted these on the maps you've been given." Turning to you, the COS then said, "Colonel, Lord Louis requires your briefing a week from today."

Immediately after the Admiralty briefing, you ordered your staff to gather more information to fill in the operational details. For the past several days they have worked dili-

gently doing just that. Now you require their frank assessments regarding three possible courses of action you have developed. D-Day for Operation Chariot has been set for March 28, and your Commandos will have only one chance to get it right.

COURSE OF ACTION ONE: LITTLE SHIPS AT THE AVANT PORT

You observe your officers as they sit in the briefing room, quietly awaiting the start of the meeting. You value their opinions and are anxious to get their feedback.

"Gentlemen," you begin, "we will now dis-

IMAGE PROVIDED BY RODERICK ROY

ACG

INTERACTIVE

YOU COMMAND



THE ART ARCHIVE

The German battleship *Bismarck* engages the HMS *Hood* off the coast of Greenland during the Battle of Denmark Strait. The *Bismarck* was sunk by the Royal Navy on May 27, 1941.

dos ashore at the Old Mole in order to destroy the power station and interdict any Germans heading toward our primary target, Normandie Dock. Squadron 2 will set down at the quay near the Old Entrance, and those men will move to eliminate the swing bridges and nearby secondary targets.

"While this is happening, Yank Destroyer 1, the HMS *Campbeltown*, will ram Normandie Dock and her delayed-action explosives will later destroy it. At the rally signal, the Commandos will embark the Fairmiles and we will evacuate back along the river."

Once more Lieutenant Baker speaks first. "Sir, this is a sound plan. It puts our men very close to their targets right off the bat."

Captain O'Toole, however, has reservations. "Sir, I don't like landing our chaps right on top of those German guns flanking the quays. We could end up in a bloody crossfire before we even get off the boats."

You again take note of your subordinates' comments. You have one last plan to put before them.

COURSE OF ACTION THREE:

TWO YANK DESTROYERS

The third course of action entails using Yank Destroyers 1 and 2 as our main attack force, with half our Commandos loaded onto each vessel. (See pullout map.) Destroyer 1, the HMS *Campbeltown*, will ram our primary target, Normandie Dock, while carrying the delayed-action explosive charges. Her men will then disembark to provide covering fire.

"Yank Destroyer 2, with a camouflaged silhouette and armed with additional guns but no explosives, will draw alongside the Old Mole and unload the other half of our force. These men will carry out the demolition of the power station and the Old Entrance and interdict any Germans moving toward Normandie Dock. Positioned at quayside, Destroyer 2 will also act as a floating gun platform providing fire support to the Commando groups on shore.

"Once the rally signal is given, the Commandos will embark Destroyer 2 and we will

sail for home. The Fairmiles boats will provide roving fire support from the river and can also rescue any stranded men."

Captain O'Toole beats Lieutenant Baker to the punch this time. "Sir, this is a good plan. Going in heavy with Destroyer 2 gives us the added firepower we may need to overwhelm the stiff defenses at the Old Mole. The old bucket is also a sturdier steed in which to sail home."

Baker interrupts to criticize O'Toole's assessment. "Sir, I believe we could encounter a serious problem with this option. The narrow waterway will make turning the destroyer very tricky when we bolt for home. If the tide is running against us, the crew will have their hands full getting her headed back down channel – especially in the dark and under fire in unfamiliar waters. If she grounds, we'll all be in the bag."

"Thank you, gentlemen," you say, rising from your seat to signal that the meeting is over. Following your lead, your staff members also stand. You dismiss them by saying, "I'll be briefing Lord Mountbatten and the Combined Operations directive staff tomorrow afternoon. Stand by to receive the final decision and our sailing orders immediately afterward."

As your officers file from the room, you gaze at the map of St. Nazaire and Normandie Dock. In less than 24 hours you must choose a plan – hopefully one that will give your Commandos the best chance to accomplish this vital mission *and* live to tell about it.

Colonel Newman, what are your orders? ★

Andrew H. Hershey, Ph.D., contributes regularly to the TDG section of the "USMC Gazette" and is a three-time winner of its design contests. He is also a designer of World War II tactical wargames for "Heat of Battle Games."

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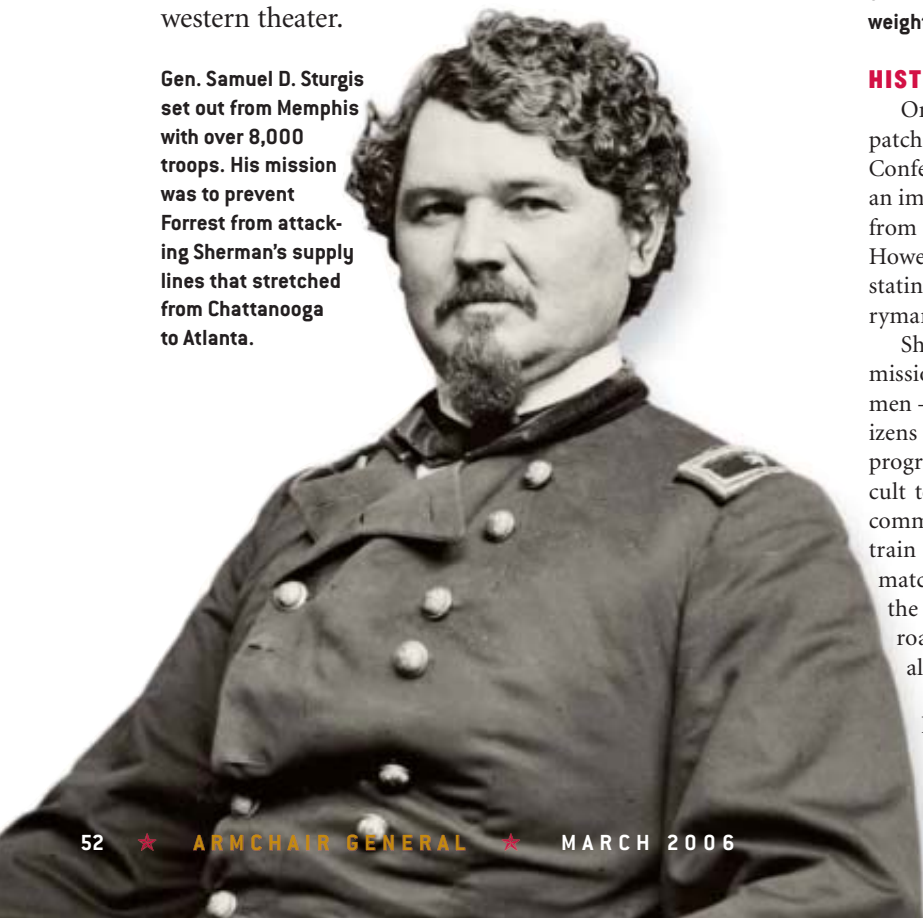
ACG INTERACTIVE YOU COMMAND SOLUTION

Bedford Forrest at Brice's Crossroads, 1864

**Historical outcome and winning Reader Solutions
to CDG #11, November 2005 issue.**

The November 2005 issue of *Armchair General* presented readers with the Combat Decision Game “Hell to Pay! Bedford Forrest at Brice’s Crossroads, 1864.” This CDG placed you in the role of Brigadier General Nathan Bedford Forrest, commanding a Confederate cavalry division against Union forces outnumbering his men almost 2-to-1. The mission of Forrest’s opponent, Brigadier General Samuel D. Sturgis, was to draw Forrest out, defeat the Confederates, and if possible, kill the man whose daring raids frequently disrupted Union operations in the Civil War’s western theater.

Gen. Samuel D. Sturgis set out from Memphis with over 8,000 troops. His mission was to prevent Forrest from attacking Sherman’s supply lines that stretched from Chattanooga to Atlanta.



The head-on Confederate attack against successive lines of Union cavalry and infantry was vintage Forrest. His troops whipped twice their weight in Yankees that day!

HISTORICAL OUTCOME

On June 1, 1864, General William Tecumseh Sherman dispatched Sturgis’ force from Memphis, Tennessee, into the interior of Confederate-held Mississippi. Sherman was advancing on Atlanta, an important logistics and rail center, and wanted Forrest kept away from his vital supply lines that stretched south from Chattanooga. However, he also wanted him permanently out of the way, publicly stating that there would “be no peace” until the Confederate cavalryman was dead.

Sherman provided Sturgis with 8,000 men to accomplish his mission. Despite superior troop strength – Forrest had only 4,700 men – Sturgis operated under several disadvantages. First, local citizens kept Forrest fully informed of the size, composition and progress of Sturgis’ force, while Sturgis found it frustratingly difficult to gather intelligence on his opponent. Second, with half his command consisting of infantry and encumbered by a large wagon train and numerous artillery pieces, Sturgis could not hope to match the mobility of Forrest’s all-cavalry force. Third, although the drenching rains fell on both the blue and gray, the muddy roads caused the bulk of Sturgis’ troops to lag far behind his cavalry, dangerously separating his units.

But perhaps Sturgis’ most significant disadvantage was that his Confederate counterpart completely outclassed him as a battlefield leader. Few Union generals possessed Forrest’s military gifts – the term “gifts” being highly appropriate since he had

received no military training prior to the war and had little formal education of any sort.

A GENIUS FOR WAR

Although the phrase “natural born leader” has become a tired cliché, it perfectly describes Forrest’s battlefield brilliance. Instinctively, he was able to grasp the fundamentals of any tactical situation and quickly devise a plan of attack. Moreover, his genius for war was matched with a ruthless execution that was awesome to behold.

“War means fighting,” Forrest once said, “and fighting means killing.” Perhaps more than any other martial homily attributed to him, this best captures the true essence of his command philosophy. Such a “Pattonesque” statement demonstrates that Forrest not only understood the grisly nature of combat but also fully comprehended the deadly calculus necessary to win at modern warfare.

So while Grant and Sherman are most often lauded as the Civil War commanders whose style of warfare best anticipated the leadership required to prosecute war successfully in the Industrial Age, Forrest deserves at least equal recognition.

On June 10, 1864, Forrest demonstrated once again his genius for winning against the odds.

DEADLY MEETING

The Battle of Brice’s Crossroads unfolded almost exactly as Forrest had planned. That morning, he described to Colonel Edmund W. Rucker, one of his brigade commanders, how he foresaw the fight developing.

Forrest explained that the narrow, muddy road from Ripley, along which Sturgis’ men must approach the crossroads, would significantly slow the Union infantry, artillery and wagon train. Since the cavalry would likely arrive at Brice’s well ahead of the infantry, Forrest intended to strike it first while obscuring his men’s smaller numbers by attacking through the dense undergrowth. The aggressive assaults would inevitably lead the Union cavalymen to overestimate the Confederates’ strength; therefore, they would immediately send word to Sturgis to hurry along the infantry. Rushing over terrible roads in stifling heat, the infantrymen would arrive virtually spent.

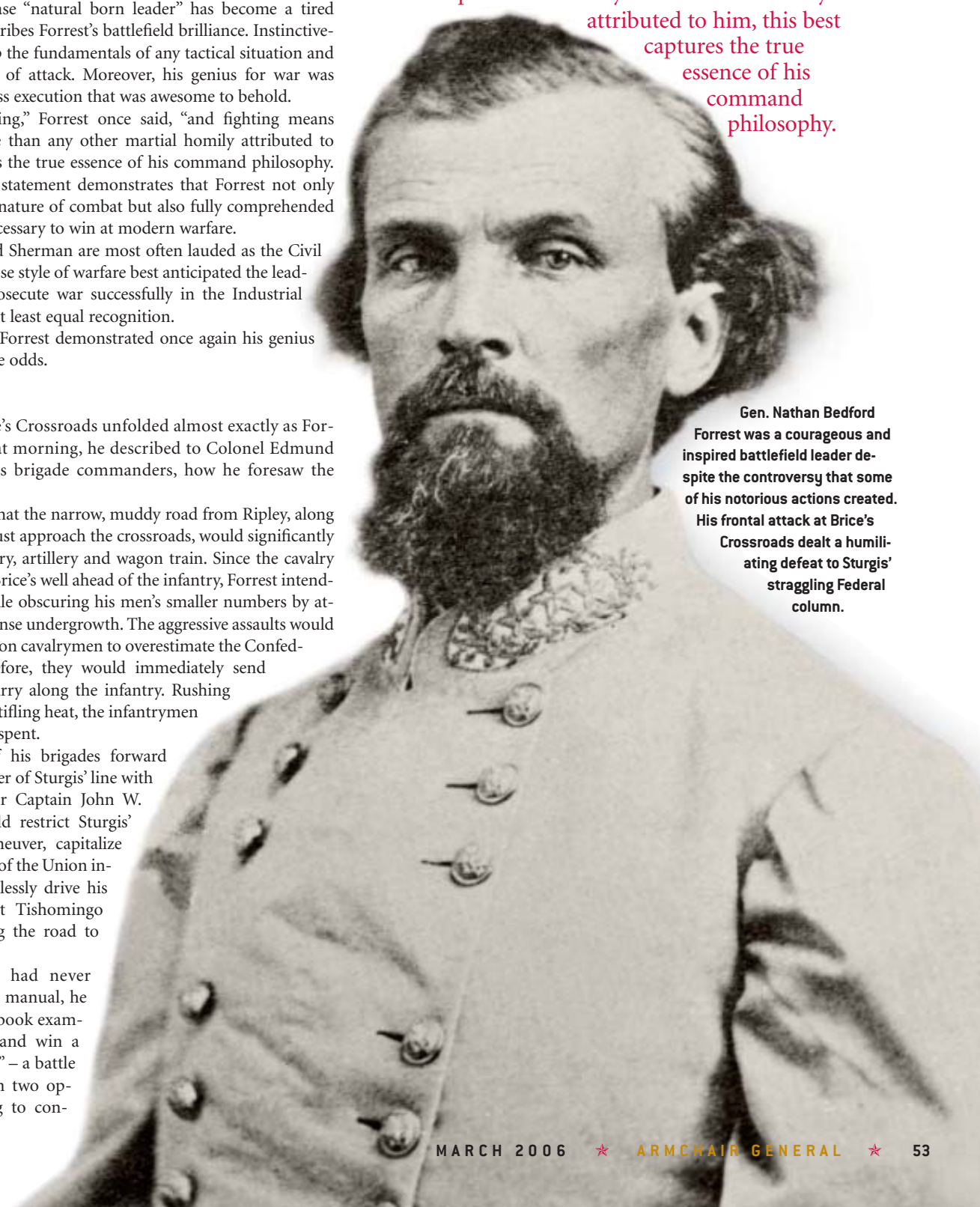
By pressing all of his brigades forward while blasting the center of Sturgis’ line with massed artillery under Captain John W. Morton, Forrest would restrict Sturgis’ ability to countermaneuver, capitalize on the exhausted state of the Union infantrymen, and relentlessly drive his beaten enemy against Tishomingo Creek and back along the road to Ripley.

Although Forrest had never read a military tactics manual, he executed a nearly textbook example of how to fight and win a “meeting engagement” — a battle that develops between two opposing forces moving to con-

“War means fighting,”
Forrest once said,
“and fighting means
killing.”

Perhaps more than any other martial homily attributed to him, this best captures the true essence of his command philosophy.

Gen. Nathan Bedford Forrest was a courageous and inspired battlefield leader despite the controversy that some of his notorious actions created. His frontal attack at Brice’s Crossroads dealt a humiliating defeat to Sturgis’ straggling Federal column.



BETHMAN/CORBIS

ACG INTERACTIVE YOU COMMAND SOLUTION

tact. He not only possessed extensive intelligence on the enemy force, he also uncannily anticipated its direction of approach and how it would subsequently fight the battle. Forrest's plan boldly seized the initiative and then compelled Sturgis to react to his maneuvers throughout the day.

Despite being outnumbered and arriving piecemeal – the final brigade did not join the battle until 1 p.m. – the Confederates kept constant pressure on the Union line, principally through Forrest's superhuman efforts. He seemed to be everywhere at once, exhorting some troopers, threatening others, and inspiring them all along the thin gray line.

In mid-afternoon, Forrest ordered Morton to push his guns forward and blast Sturgis' main force – his infantry – with double canister at point-blank range. Combined with the heavy assaults all along the battered Union line, the overall effect was devastating. Sometime between 4 and 5 p.m., the Union infantry broke and ran for the rear.

Forrest clearly won the battle at the deadly crossroads; however, he was far from finished. He launched a vigorous pursuit that turned the Union retreat into a rout and netted the Confederates dozens of badly needed wagons, 16 artillery pieces, hundreds of rifle-muskets with ammunition, and tons of supplies.

Despite the fact that the Confederates were the attackers, they inflicted four times their losses upon the defending force. Sturgis suffered over 2,200 casualties while Forrest lost only 100 killed and fewer than 400 wounded.

At one point during the disorganized Union retreat, an exasperated Sturgis exclaimed, "For God's sake, if Mr. Forrest will let me alone, I will let him alone!" Undoubtedly, that is exactly the message Forrest and his fellow Confederate commanders had been fighting to send since 1861.

READER SOLUTIONS

Course of Action One: Frontal Assault represents the historical plan of attack that led to the stunning Confederate victory at Brice's Crossroads. However, it seems likely that Forrest could have successfully employed any of the courses of action. His genius for war and his untutored application of the tactical principles necessary to win a meeting engagement are what ultimately carried the day.

Therefore, in selecting winning Reader Solutions for CDG #11, our judges looked for plans that reflected an understanding of these key tactical principles. Success in a meeting engagement requires, in particular, knowing more about your enemy's force than he knows about yours; anticipating how the combat will likely evolve and planning accordingly; devising a battle plan that wrests the initiative from the enemy and gives him no opportunity for effective counter maneuver; and launching a relentless pursuit that seals the victory.

Judges noted that many entries were unduly fixated on capturing Sturgis' heavily laden wagon train. While seizing it remained a goal for

AFTER ACTION REPORT Key Points for a Meeting Engagement

ADVANCE TO CONTACT

- Know how the enemy fights
- Scout the approaching enemy force
- Plan ahead for likely contingencies
- Maintain supporting distances

FIGHT THE BATTLE

- Hit hard; strike fast; seize the initiative
- Coordinate subordinate units' actions

CONSOLIDATE AND FOLLOW UP

- Reorganize quickly
- Pursue relentlessly

Forrest and his meagerly supplied force, he knew that he could not risk the success of his primary attack by removing units from his already outnumbered brigades. In the historical outcome, Forrest picked up the Union wagons during the vigorous pursuit that followed the battle.

And now for excerpts from the winning Reader Solutions to "Bedford Forrest at Brice's Crossroads, 1864" ...

Bryan Goldberg, Texas, "The key to defeating the Union force is to take advantage of the separation of their cavalry [and] infantry. [Our] frontal assault should overwhelm the Union cavalry and leave us in an advantageous position against the infantry."

Grady Harris, via e-mail, "Hitting the Yankees quickly and hard is the key. The terrain will make it difficult for Sturgis' troops to judge the number of Rebels attacking them."

D.A. Massimi, New York, "It is critical to attack as soon as possible so Sturgis' men are not well organized or [rested]. Hit them fast ... hit them hard!"

Thank you to everyone who participated in this CDG. Turn to page 46 and test your combat decision-making skills with CDG #13, "St. Nazaire, 1942." This exciting tactical battle places you in the role of British Lieutenant Colonel A.C. Newman as he leads his daring Commandos in an assault against a Nazi-held port on the French coast. Use the pullout form to explain your solution and mail, e-mail or fax it to *Armchair General* by February 24, 2006. Winners will be announced in the July 2006 issue. ★

Congratulations to our "Armchair Generals":

Bryan Goldberg, Texas

Grady Harris, via e-mail

D.A. Massimi, New York

They beat out some tough competition!

HONORABLE MENTION

Thomas Bannister, Arizona

John Bucholz, New Jersey

Maj. Gen. (Ret) Louis

Burkhalter, Iowa

Larry Doherty, California

Zach Emberton, Illinois

Donald K. Gilleo, Arizona

Stephen E. Henthorne, Louisiana

Ted Jenkins, Ottawa, Ontario,

Canada

Charles Kielson, North Carolina

Larry Luongo, New Jersey

Rob Marlowe, New York

Greg R. Martin, Louisiana

Peter Martinson, Virginia

John O'Leary, Washington

Jack D. Reed, Pennsylvania

Victor Scalora, Connecticut

Ron Smay, via e-mail

Dave Smith, Ohio

Greg Spyridis, Alabama

Gregory Takeda, Hawaii

Lane Wallace, Colorado

Tom Willison, Indiana

THE AGE OF GREATNESS THE AGE OF CHANGE THE AGE OF NAPOLEON NAPOLEON IN FACT AND FICTION

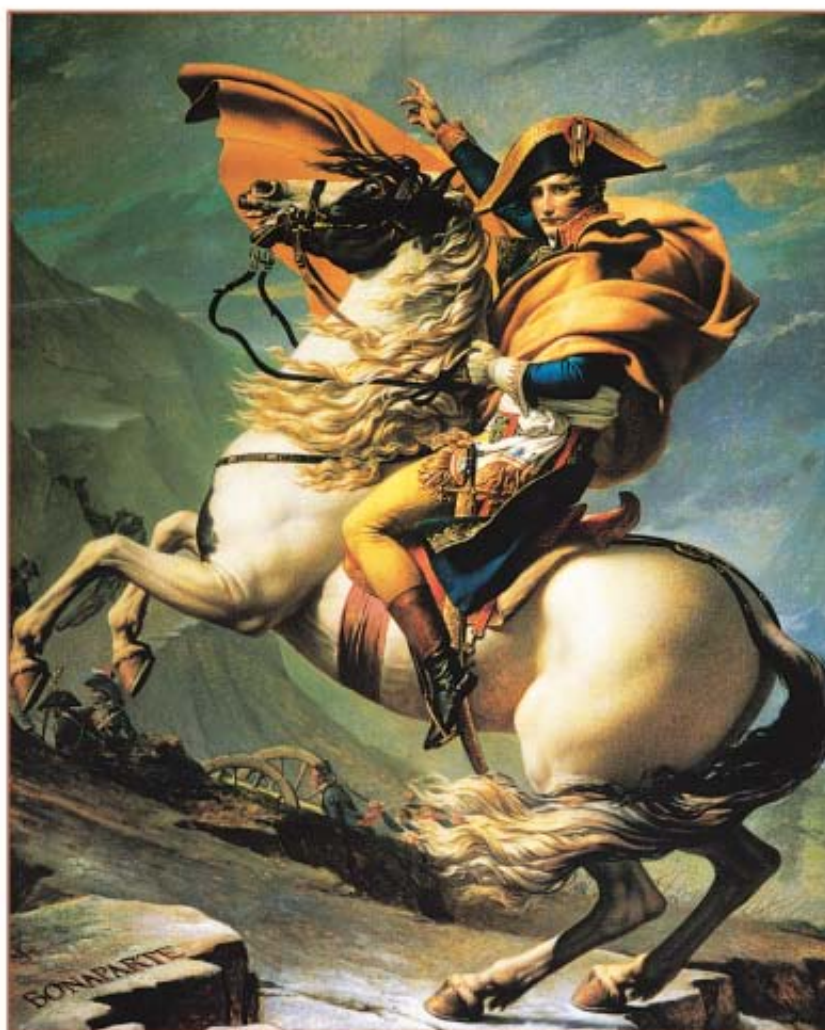
Let us present to you the real Napoleon,
separating fact from fiction.

A man of remarkable ability.
The greatest soldier of his age.
A reformer who recast Europe,
spreading the principles of the
French Revolution.

A man who set the stage
for the events that created the
world of the third millennium!



Ben Weider, the creator and President of The International Napoleonic Society, receives the Legion of Honor Medal from His Excellency Denis Bauchard, the Ambassador of France in Canada. His Imperial Highness Prince Charles Napoleon attended this special event (left).



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ACG INTERACTIVE ICS

Cold Steel and Iron Courage

PART ONE

Storm in the Valley

BY JOHN ANTAL

May 6, 1862, near McDowell in Virginia's Shenandoah Valley.

First Lieutenant George Ashton, of the Army of the Confederate States of America, braces his .50-caliber Hawken rifle against a V in a tree. The two thick upright branches provide the perfect support for a long-range shot.

"He's 500 yards away, sir," Sergeant Jebidiah "Jeb" Watkins chides. "You'll probably hit the horse."

Ashton ignores Watkins' taunt and concentrates on his quarry, a lone rider in a blue uniform trotting across the valley on a fine mount. Unaware that he is in the sights of one of General Thomas J. "Stonewall" Jackson's deadliest and most accurate marksmen, the Union officer halts to check his bearings as he

approaches a fork in the trail. Ashton has been waiting for this very moment. He slowly squeezes the trigger.

Crack!

The shot rings out, loud and terrible. Two long seconds later the bullet strikes true and the Union cavalryman jolts violently in his saddle. The startled horse rears on its hind legs as its rider falls to the ground.

"Woo-ee!" Watkins shouts. "That's the finest shot I ever saw!" With a look of excitement, he asks, "So what do you think – why was he riding all alone out here? Deserter? Dispatch rider?"

"There's only one way to find out," Ashton replies. "My guess is he's probably carrying orders." The lieutenant slides the Hawken into his saddle scabbard and grabs his horse's reins. With the horse trailing behind, the two men make their way

through the knee-high grass. Ashton pulls his Colt .44-caliber Walker dragoon pistol from its holster – just in case.

As they near the fallen Federal, the men realize that the gun will not be needed. The Hawken's .50-caliber bullet sliced right through the officer's chest and he now lies on the blood-drenched grass, his face frozen in a mask of surprise and pain. Ashton bends down to close the man's sightless eyes.

Among the officer's possessions, the two men find a pouch containing several dispatches and a map of the Shenandoah Valley. Symbols on the map indicate that at least three Federal battalions are moving southeast from McDowell to converge on Gaither's Farm. From a written order accompanying the map, it is clear that these Federal units are part of a larger force attempting to destroy Rebels in the valley – and an attack is scheduled for that afternoon!

"Grab that horse, Jeb," Ashton orders, pointing to the dead man's mount. "We need to catch up with our boys and show these papers to Major Greene."

With this issue we begin the brand-new American Civil War series of ICS! Follow along as Confederate Major Jesse Greene and Lieutenant George Ashton battle against the Union enemy, then find out if you have the tactical savvy to choose the correct course of action and save the day!





Virginia's Shenandoah Valley, 1862. Union infantrymen (like those depicted in this painting by Civil War artist Keith Rocco) forced Confederate commander Gen. Thomas J. "Stonewall" Jackson to retreat after their initial encounter at the Battle of Kernstown. However, Jackson soon cleared the valley of Federal troops by capitalizing on the superior mobility of his Confederate Soldiers, who would become known as "Jackson's Foot Cavalry."

Slinging his musket over his shoulder, Watkins takes the reins of the riderless horse. He and Ashton then swing into their saddles and take off at a gallop.

Several minutes later, Major Jesse Greene's gray stallion snorts as Ashton and Watkins approach at a trot. Ashton salutes and prepares to deliver his report, but Greene interrupts by placing his fingers to his lips and pointing to the south. Raising his field glasses, the major studies a Federal artillery battery positioning itself on a knoll several hundred yards in the distance. The guns face away, toward the open valley.

"That's odd, sir," Ashton whispers. "I see four cannon, but no infantry."

"Well, the enemy does sometimes make mistakes," Greene replies. "They certainly picked a curious time to practice their drill."

"Sir," Ashton begins, anxious to share his news, "I have some papers to show you."

Momentarily diverting his attention from the guns, Greene turns toward Ashton with a severe look. "Lieutenant, I must say I was surprised to find your company this far for-

ward – and to discover you away from your command. I had come only to visit, but with an enemy battery so near, I feel we must take advantage of this opportunity."

Greene replaces his field glasses in their leather case and draws his long, curved cavalry saber from its scabbard. Without a word, two dozen gray-clad Soldiers ready their carbines and pistols for battle. Using his sword, Greene points to the right to indicate the line of attack and then nods for the troopers to follow.

With the officers in the lead, Greene to the left and Ashton to the right, the horsemen quietly form a column behind each of them. Pine trees conceal the Confederates' movements as they make their way across a hill toward the rear of the Union guns. By the time they near the enemy position, Greene's heart is pounding in his chest. He waves his sword to the left and right and his men fan out in a line.

An astonished Federal holding a musket unexpectedly appears a few feet to Greene's front. For a brief moment, the

men look each other directly in the eye. Then Greene shouts, "Eee-yahh!" and spurs his horse into action.

The Union Soldier nervously fumbles with his musket, firing it high into the air and then bolting away. Greene follows, leaning forward in the saddle and lunging at the Soldier with his saber. The bright silver steel goes through the man's back and out his chest. He staggers and slumps to the ground.

From somewhere near the cannon, a man's voice cries out, "Rebels in the woods!"

Raising his sword, Greene yells, "Charge!"

Surprised and shocked at the sight of the galloping Confederate cavalymen, the Union Soldiers begin to panic. They fire only a few shots, and even these miss. The lop-sided fight is over within minutes.

Two of Greene's men rush off toward the horses harnessed to the Union cannon and caissons. They untie the animals and lead them away by the reins.

A bugle in the distance alerts the Confed-

KEITH ROCCO

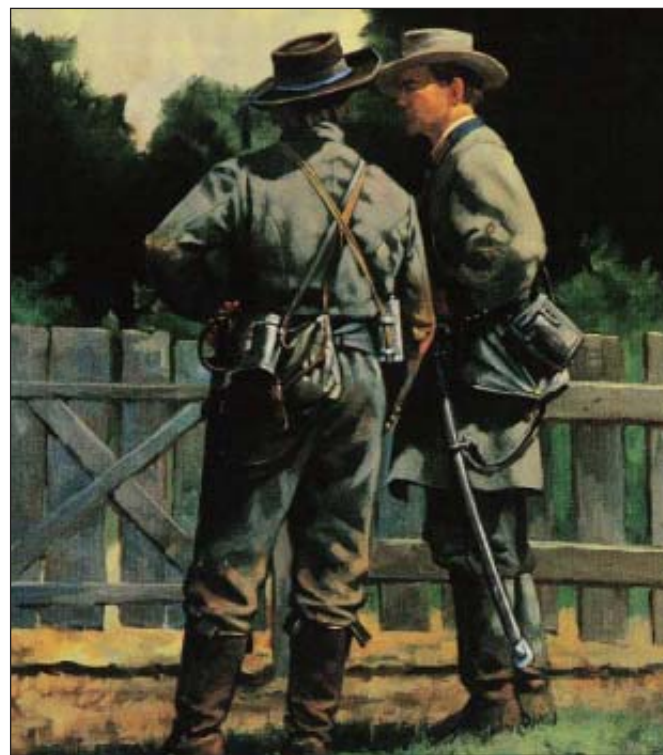
ACG

INTERACTIVE

ICS



Formed by two parallel lines of rugged hills, the Shenandoah Valley is the South's "breadbasket" and a vital north-south highway.



Confederate Officers by Keith Rocco. Notice that the officers carry swords, field glasses, haversacks and canteens – all useful in field operations.

erates that Union reinforcements are on their way to retake the guns. Greene shouts to Ashton, "No time to capture the cannon, Lieutenant. There'll be Yankee infantry here any minute. Break those wheels, spike the guns and let's get out of here. I'll take three men with me to hold off the Federals. Hurry!"

"Yes, sir!" Ashton yells as he dismounts. "Jeb, help me spike these guns." Watkins and several other men immediately set to work pounding nails into the cannon vent holes and chopping at their wheels.

Suddenly, a platoon of Union infantry appears barely 100 yards away, running madly toward the Confederates. Greene and his three cavalymen fire at the Federals, inflicting a few casualties.

"Withdraw!" Greene shouts.

"The guns are spiked, sir," Ashton replies, "but I need more time to destroy the caissons."

"No time. Mount up!" Greene orders. Within seconds the Confederates are racing toward Gaither's Farm. Upon reaching their destination, the men dismount and set up a picket line for security.

Major Greene ties his horse outside the cabin and motions for Ashton to follow him inside. As their eyes adjust to the darkness, Greene turns to Ashton and says sternly, "I assume you have a good reason

for leaving your command today?"

Red-faced, Ashton removes from his tunic the papers he found on the dead Union officer. Greene reads the Federal orders and then spreads the map across a small wooden table. After studying it for a moment, the major nods slowly.

"Lieutenant, it seems your leadership mistake is our gain – this time. If this information is correct, we must act quickly."

"What are your orders, sir?" Ashton asks, relieved that the captured documents have redeemed his unexcused absence.

"Our legion is camped just east of the bridge at Herod's Mill," Greene begins. "If the Yankees converge on Gaither's Farm with the forces shown in these orders, they will outnumber us 4-to-1."

"Well, sir, we can put up a good fight," Ashton offers.

"General Jackson expects more than just a 'good fight,' Lieutenant. He wants the crossroads at Gaither's Farm held at all costs. In this rough country, the roads mean everything – we can't allow the

Confederate Forces Major Greene's Legion

- | | | |
|---|---|---|
| 1 |  | Commander: Capt. Shelby
45 Musketsmen |
| 2 |  | Commander: Capt. Montrose
62 Musketsmen |
| 3 |  | Commander: Lt. Alexander
26 Riflemen |
| |  | Commander: Lt. Ashton
25 Mounted Rangers (carbines,
pistols and sabers) |

TOTAL: 133 Infantrymen and 25 Mounted Rangers

Symbols on the map indicate that at least three Federal battalions are moving southeast from McDowell to converge on Gaither's Farm. It is clear that these Federal units are part of a larger force attempting to destroy Rebels in the valley – and an attack is scheduled for that afternoon!



Maj. Greene will delay the Union advance along all avenues of approach until Gen. Jackson arrives. Ashton's Mounted Rangers will be the reserve.



Maj. Greene will mass the Confederate force against the main enemy attack and then defeat each remaining force in detail.

Yankees to gain control of them.”

“Yes, sir, Major. But the bulk of General Jackson's force is miles to the east and can't possibly arrive until tomorrow. As I understand the Union plan, their main attack will come from the northwest along Herod's Pike – it is the best road in the valley. Gaither's Road is no more than a trail, and the supporting Union columns taking that route will likely attempt to get behind us if we defend near Gaither's Farm.”

“You are a strategist, Lieutenant,” Greene says with a smile.

“I learned a little at West Point, sir,” Ashton replies, “before the firing on Fort Sumter brought me home.”

“Well, I don't have the advantage of a military education,” Greene responds, “but it seems clear to me that we have two possible courses of action.”

Course of Action One: Economy of Force! “We can delay the Federals by placing a company along each approach to hold the Union advance,” Greene explains. “Once contact is made, our men will conduct a

fighting withdrawal. I will take position with Captain Montrose's 2d Company northwest of Gaither's Farm, and your Mounted Rangers will remain at the farm as our reserve, prepared to react to any break in our lines.”

“Yes, sir. I'll keep a Ranger nearby as a galloper to call up the reserve when needed,” Ashton offers. “This plan might allow us to hold out until General Jackson arrives tomorrow.”

Course of Action Two: Central Position! “Our other choice,” Greene continues, “is to mass our force to stop the Union main attack down Herod's Pike. However, with this plan we will have no reserve, as your Mounted Rangers will be committed against the Union cavalry moving in from the north. We will initially disregard the Federal attack from the southwest, but if your Rangers can overcome the cavalry in the north, you can then race south to slow the attack along Gaither's Road. Once we defeat the main attack, we will turn our attention to the remaining threats.”

“Sir,” Ashton replies, “regardless of which course of action we pursue, it must be initiated right away. With your permission, I will send Watkins with two Rangers to notify the legion at once.”

“Right,” Greene says, folding the map and placing it inside his tunic. “Captains Shelby and Montrose and Lieutenant Alexander are to get their men on the road to Gaither's Farm immediately. Once the troops are on the march, the commanders are to ride ahead and meet me here at the cabin. I will issue my battle orders upon their arrival.”

Saluting, Ashton responds, “Yes, sir. Whichever plan you choose, Major, the boys will be in for a hot time once all those Yankees start showing up!”

If you choose for Greene to take
Course of Action One:
Economy of Force, turn to

PAGE 104

If you choose for Greene to take
Course of Action Two:
Central Position, turn to

PAGE 106

ACG

INTERACTIVE

WHAT NEXT GENERAL?

GENERAL VATUTIN AT KURSK 1943

You are about to assume the role of General Nikolai Fedorovich Vatutin, commander of the Red Army's Voronezh Front in history's greatest armored clash, the Battle of Kursk. It is July 5, 1943, and your German enemy has just launched a massive attack to reduce the Kursk salient. With an awesome concentration of panzers threatening your front on the southern side of the salient, you question whether your defense will hold and if your forces can turn back the brutal assault. Your army and corps commanders await your orders. What next, General?

BY RICHARD ARMSTRONG



THE SITUATION

Standing in a field of tall sunflowers, you gaze through your binoculars at the scene unfolding in the distance. It is clear that the Soviet 6th Guards Army cannot hold back the German Fourth Panzer Army's advance. General Mikhail Katukov, your 1st Tank Army's combat-experienced commander, recommends that his unit dig in and defend in the second belt of the extensive series of defensive lines the Red Army has so carefully prepared in anticipation of this attack. Initially you approve, but before long you begin to think that move is a mistake.

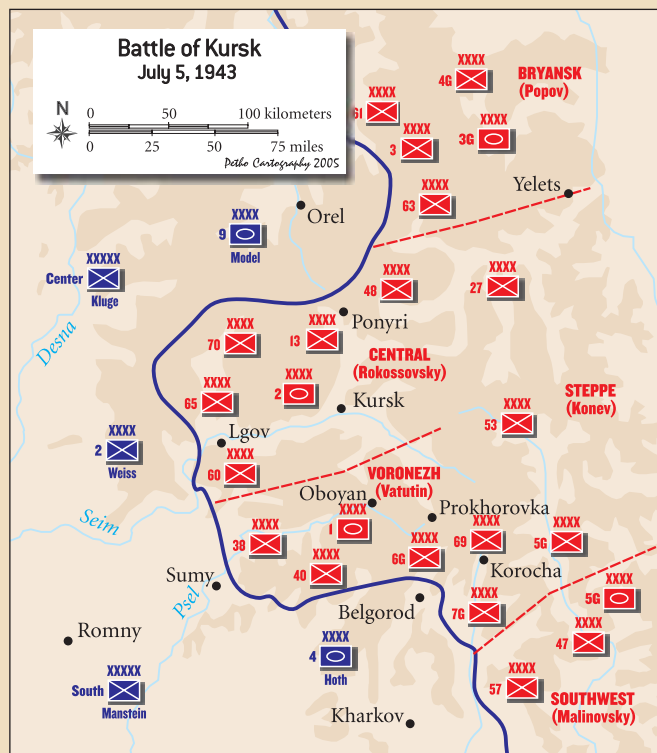
In the wake of their disaster at Stalingrad last winter, the Germans began planning for this offensive, referred to as Operation Citadel. Soviet intelligence uncovered the scheme, which calls for simultaneous assaults by two large forces on the northern and southern faces of the westward-bulging Kursk salient.

Two months ago, you and your political officer, Nikita Khrushchev, recommended to Joseph Stalin that the Red Army conduct a pre-emptive offensive to foil the enemy's plans. However, Marshals Georgi Zhukov and Alexander Vasilevsky argued instead to let the Germans attack first and bleed themselves white against the Red Army's defensive belts. Then once the Germans were weakened, the Soviets could launch a counterattack. Stalin considered your plan but ultimately approved Zhukov and Vasilevsky's proposal.

Consequently, your Voronezh Front has been assigned the mission of taking a defensive position and wearing down the attacking German forces. To the north, General Konstantin Rokossovsky's Central Front has been ordered to do the same. You chafe at the thought of allowing the enemy to seize the initiative. You had much rather take your chances with an offensive action.

In your command post at Oboyan, you review the disposition of your forces. You have at your disposal 626,000 men, 4,000 artillery pieces, over 1,600 tanks and self-propelled assault guns, and more than 1,000 aircraft. Most importantly, you have seasoned commanders, experienced staffs, and many battle-hardened units – unlike in the beginning of the war in 1941. The days of easy German victories over panicked Red Army troops and their incompetent commanders are long past. Still you hold no delusions – your enemy remains a skillful and determined opponent.

You are opposed by elements of Field Marshal Erich von Manstein's Army Group South, primarily the Fourth Panzer Army under General Hermann Hoth. Manstein is the brilliant strategist and operational commander who planned the astonishing Nazi triumph over France in 1940 and who nearly rescued the trapped German Sixth Army at Stalingrad last winter. For this offensive he has assembled 350,000 men, over 1,200 tanks, 245 assault guns and 1,100 aircraft. You suspect that his attack against your sector will be led by armored formations – not infantry – so that he may achieve a rapid breakthrough. One thing is for certain: The crafty Manstein will make your job a difficult one.



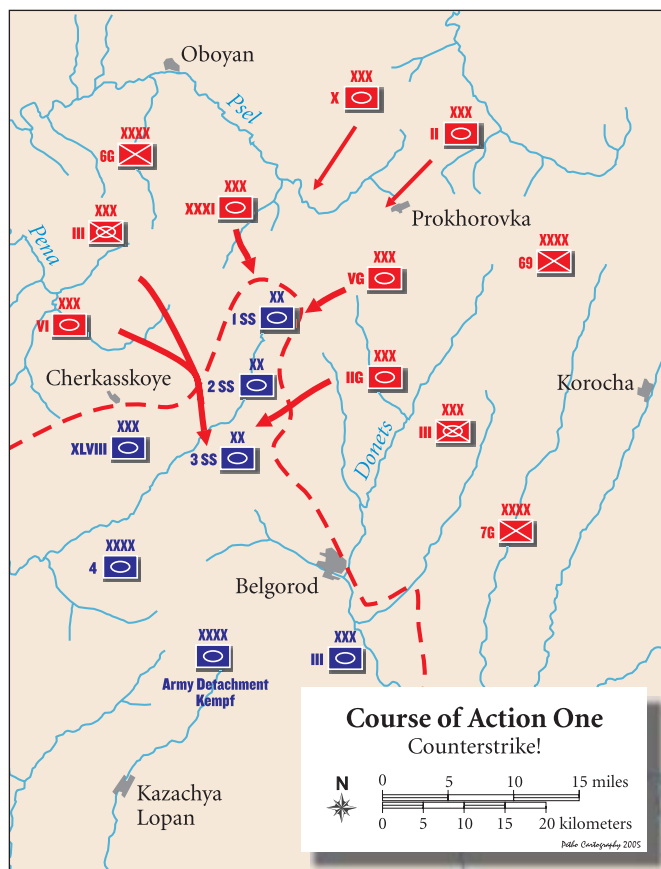
The Kursk salient – the westward bulge in the Red Army's front line – tempted Hitler to launch Operation Citadel to pinch it off. However, the Russians had other ideas.

GOOD TANK COUNTRY

Your forces occupy open, gently inclined terrain that rises eastward to a broad plateau scored by numerous fordable rivers, shallow streams and narrow ravines. There are no large cities or built-up industrial areas – unlike Stalingrad – and the few nearby farms, towns and villages will not hinder the movement of large, mechanized forces. The entire battle area is excellent tank country.

For weeks your troops have labored to construct a series of formidable defensive positions, one behind the other, emphasizing anti-tank strongpoints and infantry fighting positions linked by trenches and obstacles. When possible, farm complexes and villages were incorporated into the lines. Having learned from experience, your soldiers dug deeply and constructed thick overhead cover to help protect against artillery and air attacks. They prepared positions from which counterattacks could be launched, and laid down millions of anti-tank and anti-personnel mines throughout the Kursk salient. The most likely avenues of enemy approach received extra attention. In effect, your men have prepared a virtual slaughterhouse, and today, July 5, 1943, the first wave of Germans stepped inside.

ACG INTERACTIVE WHAT NEXT GENERAL?



By launching a massive armored counterattack, Red Army tank units destroy the leading panzer spearheads and seize the initiative from the enemy.

OPERATION CITADEL

After interrogating a German prisoner in the early morning hours and determining that the enemy offensive was about to begin, you unleashed a pre-emptive, 600-gun barrage at 2:30 a.m. to disrupt the assembling German units. An hour later, they struck back with a tremendous artillery barrage of their own, followed by Luftwaffe air strikes all across the salient. It was clear that the long-expected Operation Citadel had begun.

To the north, General Rokossovsky's Central Front now defends against the German Ninth Army; to the south, your sector fights off the Fourth Panzer Army. The enemy attack is on in earnest.

The ferocity of the assault results in enemy gains of 10 to 20 kilometers on the first day as the Germans break through your initial defensive line. Mounting Soviet casualties and sagging defenses require that you reassess your situation and determine how best to continue your defense against the extensive panzer penetrations.

STEM THE TIDE

Based upon your analysis of the situation and your knowledge of your own troops and their current dispositions, you develop three courses of action.

Course of Action One: Counterstrike! Your first instinct is to strike back – hard! You will order an operational-level counterstrike to be delivered by your major tank units. With large armored forces in coordination with artillery and aviation support, your counterstrike will isolate the lead panzer divisions and prevent the Germans from developing the gains they have made so far. Additionally, a counterstrike will wrest the initiative from the enemy and allow your forces to regain the first defensive line, carrying the fight to the Germans.

Course of Action Two: Shape the Assault! (See map on page 63.) Under this plan your rifle armies will continue to defend in depth within their sectors while your tank reserves fight a mobile defense that will shape the Fourth Panzer Army's main attacking spearheads away from each other. If successful, the enemy columns will be prevented from linking up and consolidating their gains. In addition, their flanks will be vulnerable to counterattacks by Red Army strategic reserve forces. This course of action allows you to use the enemy's own momentum – and seeming success – against him.

Course of Action Three: Position Defense! (See map on page 67.) The powerful German Fourth Panzer Army attack must be slowed and then stopped at all costs. By leading the assault in the south with rapidly moving panzer units – not with infantry as he is doing in the north – Manstein is on the verge of cracking open the successive defenses in your sector. The only way to prevent a complete breakthrough is to use all available Red Army units under your command to bolster the lines. This includes forgoing all but small, local, armored counterattacks and incorporating the bulk of your tanks in “hull down” immobile defensive positions. In effect, your tanks will be nothing more than armored pillboxes. Any major counterattack will have to be made later by the Soviet strategic reserve.

You must now decide which course of action to implement. There is no time to waste as Manstein's panzers are driving hard through your outer defenses. Your commanders await your orders. What next, General?

COURSE OF ACTION ONE: COUNTERSTRIKE!

The German attack in your sector is advancing with greater ferocity and speed than expected. By midday, you move units to the threatened sectors, pull reserve formations to the positions that are in the most danger of being overrun, and continue to pound German formations all across your front with artillery and air strikes. Yet Manstein's panzers continue to slice into your defensive belts.

Later in the afternoon, you present Marshal Vasilevsky, Stalin's representative in your sector, with a plan for a powerful counterstrike. He raises an eyebrow but agrees to pass it on to Stalin at Stavka (Red Army Supreme Headquarters) for a decision. You do not have to wait long. Stalin agrees to your plan but can only reinforce your counter-

The days of easy German victories over panicked Red Army troops and their incompetent commanders are long past.

strike with two additional tank corps from Stavka reserve. Although this is much less support than you had hoped for, you nonetheless remain determined to take the fight to the enemy.

Countermanding your earlier approval for Katukov to place the tanks of his 1st Tank Army in hull down positions, you now order him instead to prepare for the counterattack. You tell Katukov that the additional tank corps from Stalin are not expected before July 7, so he will have to pitch into the German spearheads with the forces he has on hand. You will throw in the two corps as they arrive, but he should not expect any additional help beyond that since you have already exhausted most of your own reserve forces patching holes in your front lines.

Katukov listens intently then hurries off to prepare his attack. You know that if anyone can succeed in this counterstrike, he can. He is a skilled tank general who learned his craft fighting Guderian's panzers in front of Moscow in 1941.

Early the next day, July 6, the 1st Tank Army strikes, precipitating one of the largest tank battles of the war. The lead panzer units stall as they are engulfed within the gigantic armored melee. Manstein orders Hoth to take immediate countermeasures to get the German advance back on track and directs Luftwaffe air-ground attacks to concentrate all their efforts on knocking out Katukov's tanks.

On July 7, Stalin's tank corps arrive and you push them into the fight. The carnage is incredible as the opposing armored forces slug it out for the rest of the day.

The next day, July 8, both sides pause momentarily for desperately needed reorganization and rearmament. Your staff members believe that the German panzer units have been fought to a standstill. However, you remain unconvinced – Manstein often keeps an ace up his sleeve, and you suspect that Hoth's Fourth Panzer Army still has a lot of fight left in it.

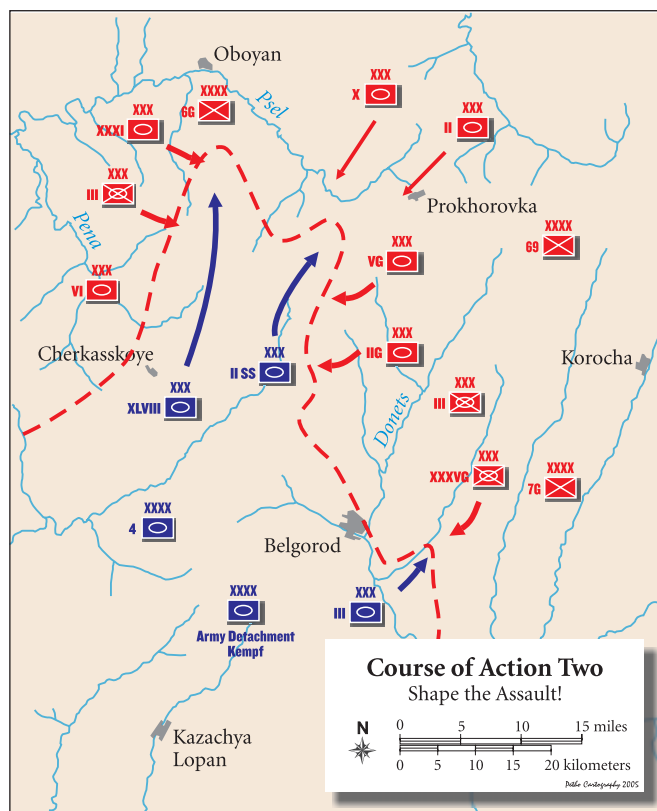
You realize that now is the perfect time for Stavka to launch a massive counteroffensive to follow up on Katukov's success and turn the battle around. In discussing the situation with Marshal Vasilevsky, however, he informs you that the Red Army's main strategic reserve is not yet in position to take advantage of your initiative. You must hang on for at least three more days – even though you have already committed all your tank reserves!

Although it is too early to assess the battle's ultimate outcome, the situation does not look encouraging. You can only hope that your bold counterstrike has not jeopardized the Red Army's eventual success by fatally weakening the defenses in your sector. Stalin will be very displeased if that turns out to be the case – and he can be quite unforgiving in his treatment of failed commanders.

COURSE OF ACTION TWO: SHAPE THE ASSAULT!

Early on the first day of battle, your staff determines that the Germans are indeed striking along the routes you had previously assessed as being their most probable axes of advance. You order Katukov's 1st Tank Army and two of your tank corps to prepare for counterattacks that will be closely coordinated by your staff.

At dawn on July 6, the rumble of German artillery announces the second day of Operation Citadel. Despite your elaborate, deeply ech-



Carefully coordinated tank attacks divert the German spearheads away from each other, making them highly vulnerable to counterattack.

eloned system of defensive belts, relentless enemy air and ground attacks penetrate your first zone of defense. Soon the Germans advance to the edge of the second zone, and by noon they are more than 20 kilometers deep in several sectors.

You do not despair at the enemy's success, however, since it fits into your plan of action. Through your staff you order multiple counterattacks to be delivered by specific units at carefully selected locations. These attacks are all designed to push the German spearheads in directions that diverge from their other penetrations. If you can thus shape the enemy assault, the German columns will be unable to link up and their vulnerable flanks will be exposed to deadly counterattacks by Stavka reserve forces.

For the next three days, you and your staff work ceaselessly, ordering numerous counterattacks while keeping a close eye on the battle's progress. The effort is complicated and nerve-racking. It demands up-to-the-minute knowledge of exactly what is taking place on each corner of the far-flung battlefield; reliable and uninterrupted communications with virtually all subordinate units; and unerring, instantaneous command decisions regarding which units should attack and where they should deliver the blow. Exhausted from the nearly constant action, you begin to fear that the task may be too much for the resources at hand.

ACG

INTERACTIVE

WHAT NEXT GENERAL?

Stalin personally telephoned Vatutin with his reply: “Exhaust the enemy at prepared positions and prevent his penetration until our active operations begin on the other fronts.”

Russian soldiers greeted the German attacks with a ferocious defense. By July 10, 1943, the German IX Army had lost 66 percent of its tanks.



NATIONAL ARCHIVES

ACG INTERACTIVE WHAT NEXT GENERAL?

You receive disturbing news late on the afternoon of July 9. The Germans are threatening to penetrate along a direction and in a sector that you can no longer fully cover. You have used all your reserves in the last three days' counterattacks and therefore have nothing left to throw against this unexpected breakthrough. Vasilevsky phones Stavka for help but Stalin's reply is grim: "Hold your present line at all cost with the troops you currently have."

While you correctly anticipated Operation Citadel's main direction of thrust in your sector, you were surprised by the Germans' level of tactical skill and their ability to react to the constantly changing battlefield situation. You allowed deep enemy penetrations in order to

SLAUGHTERHOUSE

The Handbook of the Eastern Front



World War II's brutal Eastern Front has long fascinated students of military history – and for good reason. The European war's largest, deadliest battles were fought over the vast distances of western Russia, Belorussia and Ukraine. That sad landscape witnessed some of the war's most dramatic scenes: Kiev was the location of the largest "bag" of prisoners ever captured; Leningrad's 900-day siege was the longest of World War II; the battle at Stalingrad was the crucial turning point of the war; and Kursk witnessed the greatest tank battle in world history.

Aberjona Press (abernjonapress.com) recently released a book that is a virtual treasure trove of information and lore for all those who can't get enough of the war in which Hitler fought Stalin. With an introduction by the "dean of East Front historians," David M. Glantz, *Slaughterhouse: The Handbook of the Eastern Front* is packed full of enough detail to satisfy even the most sanguine of Russian Front aficionados.

Editor Keith E. Bonn has assembled over 500 pages of fascinating information that includes the war's chronology; biographies of all the important commanders; German, Soviet and Allied units' respective orders of battle; and photographs with detailed information about the weaponry used by each side. In addition, Glantz's section on "Forgotten Battles" documents numerous engagements about which Westerners seldom get to read. An extensive bibliography of books and references on the Eastern Front, as well as a useful guide to websites related to the subject, cap off this outstanding work. For "fans" of World War II's Eastern Front, or for those who just want to learn more about how Hitler really lost the war, *Slaughterhouse* is a must-have.



create counterattack opportunities, but the Germans are outfighting your units in battles hinging upon tactical maneuver. Although through Herculean effort some of your counterattacks have successfully stretched and exposed the flanks of several Fourth Panzer Army spearheads, the Stavka main reserve is not yet in position to exploit the vulnerability. You have done all you can under this course of action – unfortunately, it does not appear to be enough.

COURSE OF ACTION THREE: POSITION DEFENSE!

HISTORICAL CONCLUSION

Reports of the continuing success of Manstein's panzer-led spearheads convinced Vatutin to concur with his subordinates' recommendations to place tanks in the Red Army defensive lines. Therefore, by the late morning of July 5, Vatutin ordered Katukov's 1st Tank Army along with two tank corps from the front reserve to reinforce the dangerously threatened second belt. In hull down positions, the tanks were afforded maximum protection against the deadly long-range fire of German PzKw V Panther and PzKw VI Tiger tanks while bolstering the tottering defenses. Consequently, the 1st Tank Army and the two tank corps fought the battle in an infantry support role rather than as an armored counterattack force. Thus reinforced, the Soviet lines held – but just barely.

By the end of the first day, German spearheads had penetrated the outer belt and threatened a breakthrough. In some areas, German columns thrust 20 kilometers deep. Although the Red Army positions were valiantly defended, Manstein's plan to lead his attack with panzer units seemed to be working.

THE ABERJONA PRESS



Course of Action Three
Position Defense!

0 5 10 15 miles
0 5 10 15 20 kilometers

Public Geography 2005

SPECIAL FEATURE

THE SHAPE OF Wars to Come

ROOTS AND RANGE OF 21ST-CENTURY CONFLICT

What can America expect on future battlefronts?

BY RALPH PETERS

THE 21ST CENTURY will see an unprecedented expansion in the varieties of organized violence. The argument over

whether the future will bring back big wars or extend the current pattern of asymmetrical conflicts misses the point. The United States military will continue to wage “small wars,” but must be prepared for the possibility of greater conflicts. There is no choice involved. And the fiercest challenges may come neither from conventional nor irregular forces as we know them, but from governments and organizations willing to wage war in spheres now forbidden or still unimagined. The nature of warfare never changes, but its surface manifestations will mutate savagely in the coming decades.

Beyond the question of *how* men, gangs, tribes, nations and faiths will fight, *what* they will fight about appears grimmer still. This will be a century

of contradictions: The age of super-technologies is also the new age of superstition, of great religions reduced to cults that worship bloodthirsty bogeymen. Seek to deny it though we may, we face decades of religious wars – between faiths, but also within faiths. The defining struggle of our time – the source of conflicts great and small – will be between those who believe in a merciful god and those who worship a divine disciplinarian. This philosophical divide will kill many millions.

Desperate, failing civilizations will confront triumphant ones. While racial hatreds tragically persist, wars *within* racial groups will kill more human beings than conflicts between races. Humans may hate a distant enemy in theory, but prefer to kill their neighbors in practice. Tribes – a term forbidden 20 years ago – are back, even in Europe, where godlessness is simply another faith, if one devoid of comfort. Men will fight about all of the traditional sources of conflict, from global economics to access to wells and parcels of grazing land, but the most frequent wars and lesser conflicts will be between those who disagree over the interpretation of a single faith, as well as between different tribes within the same racial group. Often, both differences will manifest themselves in the same conflict – with atrocity the result of compounded hatreds.

The genocidal impulse isn’t an anomaly. Humans are hardwired for it. Only civilization and the rule of law occasionally allow cultures to control the enduring longing to exterminate those perceived as enemies.

Young rebel fighters pose with their assault rifles in Monrovia during the Liberian civil war.



PATRICK ROBERT SYGMA/CORBIS

Here in the West, we have our own superstitions that complicate warmaking. The insistence on the part of leftists and unthinking academics that all humans want peace; that all conflicts can be negotiated to a gentle ending; that all cultures and civilizations are morally equal; and that all foreign barbarities are somehow our fault is reminiscent of the papacy's insistence that the evidence had to be rejected, that Copernicus and Galileo were wrong. Our internal "culture wars" are waged between those who have created a pretty, but utterly unfounded fantasy of a peaceful nature for humankind and the new Newtonians who recognize that the data this planet generates every day suggests otherwise. The new inquisitors insist that we can pretend war away. In consequence, the greatest impediment to effective warfighting by the U.S. military is the double-barreled nonsense that war is never necessary and that, when we do find ourselves at war, we must fight with exaggerated restraint.

Even after 9/11 and the blood-cult terrorism encountered in Iraq, the American intellectual class refuses to think honestly about war.

Of course, it's natural for Americans or Westerners in general to look at conflict through the lens of our own recent experiences, but our wars and interventions are merely the best publicized – and far from the grimmest. For most of humanity, the American-led interventions in Afghanistan and Iraq, with their broad adherence to restrictive rules, would be an incomprehensible experience. More instructive examples of what the future holds would be the 1980s war between then-Sunni-dominated Iraq and Shi'a Persia, in which over a million soldiers and civilians died, with millions more wounded; the twin civil wars in Sierra Leone and Liberia, in which children served as shock troops and societies collapsed into anarchy; the drug-lord insurgency in northern Mexico that subverts state authority; or the decade of interrelated wars in Rwanda, Burundi and eastern Congo (formerly Zaire) which took at least 2 million lives – mostly civilians – most killed at close quarters and many butchered with knives.

We Americans – liberal or conservative – share a deluding belief that all problems have answers, if only they can be found, and that all conflicts can be brought to a resolution, if only we hit on the right formula. But this is an age of insoluble conflicts – of confrontations that can only be "solved" by ethnic cleansing and other barbarities, of conflicts likely to ebb and flow throughout our lifetimes. After a few hundred years of pretending that warfare might be limited by laws, savagery is back in fashion.

Except in North America and northwestern Eu-

rope, the great religious wars of the last two millennia never really ended – they were only taking naps, due to the exhaustion of one party or both. The Sunni-Shi'a contest is 13 centuries old – as old as, but deeper than, Islam's struggle with the West. The struggle between Islam and Hinduism threatens to go into nuclear overdrive. And the racial and religious jihad of Arabs against black Africans may be on the verge of exciting a startling reaction. All of these are endless wars, punctuated by stretches of phony peace and falsely divided by historians into separate struggles.

The world wars of the last century, then the Cold War – the last great struggle within the West – clouded our understanding of the longer, greater tides of history. Now, with bewildering speed, history has come back, insisting on its durability and casting the last 100 years as an aberration. We have re-entered the long river of struggles over elemental issues: god and blood. We have to reset our calendars and recalibrate our mentalities.

In this century, the Battle of Manzikert is more relevant than the Battle of Midway, and the overarching struggle will be about interpreting God's will.

TERROR AND ITS MYTHS

The nature of historical records misleads us: Terrorism may be an older form of violence than warfare. Certainly, its recorded pedigree is lengthy enough, from the Assassins through John Brown to al-Qaida. Yet, for all of the studies of terrorism in print, we fail to make the essential distinction

between the two basic types of terrorists: Those who have political goals, however far-fetched, and those who believe they are on a divine mission. Grasping the difference is crucial to fighting them effectively.

Elsewhere, I've termed these two archetypes "practical" (or political) terrorists and "apocalyptic" terrorists. Both sorts can be deadly, but the danger from the latter is a magnitude greater. Political terrorists – the kind with which we grew familiar over the past two centuries – have earthly goals. They seek to change systems of government or to assert group rights, not to jump-start Armageddon. Political terrorists are often willing to die for their cause, but they would rather live to govern. Sometimes their grievances are legitimate. The most hardened must be killed or imprisoned, but others end up in parliaments. Except for the truly deranged – such as Timothy



March 10, 2005. Chinese military recruits participate in a training exercise on a military base in northern China's Hebei province.



Soldiers from the 720th Military Police Battalion, 151st Field Artillery Regiment battle insurgents at al-Madain near Baghdad.

tems of government or to assert group rights, not to jump-start Armageddon. Political terrorists are often willing to die for their cause, but they would rather live to govern. Sometimes their grievances are legitimate. The most hardened must be killed or imprisoned, but others end up in parliaments. Except for the truly deranged – such as Timothy

The greatest impediment to effective warfighting by the U.S. military is the double-barreled nonsense that war is never necessary and that, when we do find ourselves at war, we must fight with exaggerated restraint.

U.S. ARMY PHOTO BY SPC. GUY ALISAN

CHINA NEWSPHOTO/REUTERS/CORBIS



The USS Kearsarge, transporting elements of a U.S. Marine Expeditionary Unit, conducts steering maneuvers while underway in the Atlantic Ocean.

McVeigh – they rarely seek to create mass casualties among civilians.

Apocalyptic terrorists, fired by their stern vision of religion, regard death as a promotion – making them far more dangerous opponents. These ultra-zealots have little regard for the suffering even of their co-religionists. They excuse atrocities great and small as serving the self-evident will of their god. Among the worst, the impulse is simply to destroy – Israel, America, less-devout Muslims or a world they find unsatisfactory and immoral. While apocalyptic terrorists may announce political goals, no concessions would satisfy them. It is impossible to negotiate with a man who believes that his god is whispering into his ear and telling him to kill you. Religion-fueled terrorists, by their nature, cannot accept compromise. This is the ultimate zero-sum game, with a demanding god as judge and referee. Historically, the only way to deal with apocalyptic terrorists has been to wipe them out. Instead, we worry about their legal rights when we capture them.

Faced with the most implacable – if not yet the most dangerous – enemies we ever have faced, we try to tame the threat they pose by employing the terms of political science and sociology. But these are madmen spawned of devilish myths. Recasting them in our own image only deludes us as to their nature and intent.

And fanaticism does not preclude genius. Horrific though it was, 9/11 was a brilliant act of strategic judo, exploiting our own civilization's laws, technologies and openness against us. Although the

The only good news in our struggle with terror is, first, that the brutality of our enemies eventually will force us to take them seriously, and, second, that terrorist movements ultimately fail unless they can bind themselves to a popular insurgency *and* face a weak-willed state whose power is already decaying. Despite the toxic media coverage, these conditions do not exist in Iraq. But we need to worry about them converging elsewhere in the Middle East.

We can win the global struggle with Islamist terror. *If* we take the fight seriously.

INSURGENCIES

Unless terrorists gain control of a full arsenal of weapons of mass destruction, they will not be able to do as much damage to states and societies as full-blown insurgencies. In Iraq, for example, terrorism cannot force the disintegration of the state, but any number of possible insurgencies could. The dividing line between a terrorist group and an insurgency lies between the inability of the former to attract mass support and the ability of an insurgent movement to mobilize the population whose cause they claim to represent.

For all of the drama of terrorist attacks, insurgencies and the civil wars they spawn kill vastly more human beings. Those insurgencies range from Latin-American narcotics syndicates that challenge governments (the term “narco-terrorist” is wrong – these rich, powerful groups wage post-modern insurgencies), to classic ethnic or religious resistance struggles, such as those that recently plagued Sudan, Ivory Coast, Ethiopia, much of central Africa, Sri Lanka, Nepal, Turkey, the Russian Federation and dozens of other states.

Insurgencies are harder to fight than terrorist movements, at least in the sense that more killing is required. Fighting terrorists may take longer, but insurgencies command more active support – and they're increasingly well-armed. Nor do all insurgencies originate outside of a government – the butchery in Rwanda had its origins within the state apparatus. The Hutu Interahamwe militias targeted an ethnic group, not the government. Subsequently, the new Tutsi-dominated regime in Rwanda sponsored a bloody military operation in Zaire (now Congo again) that amounted to insurgency-as-invasion. Overall, the forms of insurgency and its motivations are expanding, exacerbated by a world of faulty borders and revived competition over religious and ethnic issues.

In trying to understand 21st-century conflict, it's helpful to view human societies as mass organisms, as ecosystems of flesh and blood. The bewildering violence we see in the developing world reveals attempts by complex human systems to regain their equilibrium after being forced out of their natural balance by European colonialism and its legacy of ill-drawn borders. Societies around the world are trying to put themselves



An Iraqi insurgent holds up a flyer advertising a purported reward of \$15 million for the head of either military spokesman Brig. Gen. Mark Kimmitt, Coalition forces commander Lt. Gen. Ricardo Sanchez, or U.S. Defense Secretary Donald Rumsfeld.

terrorists woefully misjudged the American reaction, the strikes themselves were an artful aerial choreography of death that riveted the world. The true “wonder weapon” of our time isn't one of the hyper-expensive high-tech weapons we designed for our dream wars, but the suicide bomber – dirt-cheap, deadly and even more precise than a satellite-guided bomb.

right – and the default impulse is to do it through violence. Of one thing we may be certain: Until the international community takes the improbable (but essential) step of devising a system for peacefully correcting bad borders, we will see no end of insurgencies and civil wars.

Had we wished to design a world where conflict was inevitable, we could not have done better than yesteryear's Europeans, who drew borders in dazzling ignorance or cynicism, forcing together people who hated one another, or separating those who felt a historical affinity.

Add in the revival of religion-as-blood-cult, and counterinsurgency warfare looks like the primary mode of fighting that civilized states will face in this century. The violence in the developing world over the past six decades was just a rehearsal.

CONVENTIONAL WAR

At present, it appears that the only possible conventional-warfare challenge to the United States would have to come from China. It's a war that neither party desires, but states often tumble clumsily into war. Thus, it's instructive to consider what a future war with China might look like, if only because its scale would be greater than any other unexpected, conventional clash.

First, it must be stressed again that a general war with China is unlikely to occur. Defense contractors have done their best to exaggerate China's military capabilities, but Beijing's forces remain two full generations behind our own technologically, and China's military has yet to display the culture of flexibility and internal communication essential to 21st-century warfighting. The Chinese have impressive military thinkers, but their executors lag far behind. Often accused of seeking to compete globally with the United States, most of China's far-flung endeavors are desperate attempts to secure the fuels and raw materials critical to the country's continued expansion. Beijing must maintain high growth rates to keep a restive population under control – China's leaders are far more worried about internal strife than about "American aggression." China may have interests from Sudan to Panama, but its armed forces would have difficulty reaching Taiwan in a war with the United States.

That said, we would be foolish not to accept the possibility of war with China – as long as we do not allow our analysis to become a self-fulfilling prophecy. And an honest model of a conflict with China raises a number of potential surprises for which our own armed forces and government are not adequately prepared.

Our recent conventional operations have been ground-force heavy, with swift armored advances followed by gritty infantry combat in cities. We've seen that our Army and Marine Corps are too small for their global responsibilities. Yet, a war with China would be overwhelmingly a naval and air-power conflict – at least in its initial phases. Unless



CHINA NEWSPHOTO/REUTERS/CORBIS

China came apart in the course of the conflict, we would be unlikely to invest ground forces in an effort to control Chinese territory. Instead, we would attempt to devastate China's military and essential infrastructure from a distance. The most probable land encounter would be a fight to the south, in Myanmar, for control of the old Burma Road, a trade lifeline for southern China (although we would first seek to control the route through a naval blockade – which would require Indian support).

In the broader struggle, we would be apt to get some unpleasant surprises. First, a war with China would be long, not short, and could well spread to other parts of East or Southeast Asia as Beijing tried to alter the terms of the struggle. Our initial strikes from the air and sea would rapidly demonstrate the limitations of precision weaponry to inflict decisive – or even convincing – destruction on a powerful enemy with great strategic depth. China's larger number of aircraft would begin to tell as our ordinance and even our pilots grew exhausted, leading to a standoff in the air.

At sea, the initial exchange would be similar, but grimmer. Instead of repeating the great fleet actions of World War II on a strategic scale, our naval encounter with China would look uncannily like *Jutland, Part Two: The Pacific Version*. After inflicting more damage on our fleet than we anticipated in our wargames, the Chinese would grasp that the price of sustaining their effort was too high. Withdrawing to the protection of their air-defense umbrella, Beijing's navy would become as immobilized as the German Imperial Fleet in the Great War – while our Navy would dominate the crucial sea-lanes, without being able to close in for the kill.

This would still be a naval war – but our Navy's decisive role would come in a postmodern form of commerce-raiding, closing off all trade with China

June 1, 2005. A Chinese soldier crawls under burning wire during training at a base in eastern China's Shandong province.

The nature of warfare never changes, but its surface manifestations will mutate savagely in the coming decades.

SPECIAL FEATURE

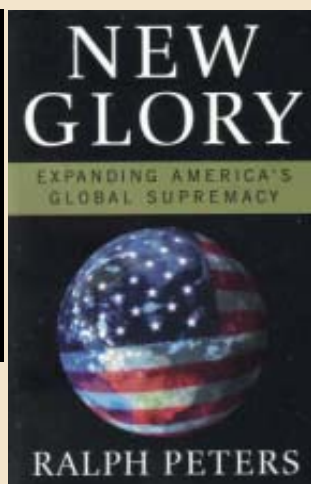
At present, it appears that the only possible conventional-warfare challenge to the United States would have to come from China. It's a war that neither party desires, but states often tumble clumsily into war.





LI GANG/CHINA FEATURES/CORBIS

August 24, 2005. Chinese marine and armored vehicles come ashore during an amphibious landing exercise that was part of joint military training with their Russian counterparts.



Ralph Peters' most recent book, *New Glory: Expanding America's Global Supremacy*, is a revelatory watershed of strategic insight and a clearly defined blueprint for America's national leadership. Far from advising the United States to heed the ill-considered advice of European powers and back away from dominating the world stage, Peters views the 21st century as the time for America to step up to the plate.

"The surest way to expand our global supremacy in the 21st century," Peters writes, "is to turn our attention from the lands of yesterday and extend a hand to the struggling lands of tomorrow. ... Our security does not lie in preserving a Eurocentric past, but in building a better future elsewhere."

Peters sees the U.S. as "a revolutionary force for change" with an unprecedented opportunity to take advantage of today's unique global situation. It's a chance, Peters writes, to "challenge old, oppressive forms of government and the reactionary social strictures that have imprisoned humankind for thousands of years." Yet, to do so, requires today's U.S. leaders to make the right decisions – now! "We can do it," he concludes, by returning to the historic ideals that created this nation and accepting the historic leadership role before it slips from our grasp.

Ralph Peters' *New Glory* is definitely a "must-read."

EDITOR

(for years, not weeks or months), while standoff strikes interdicted future pipeline routes across Central Asia. The crucial theater of war would be the Indian Ocean, the waters that carry the vital trade that allows China to function as a modern, industrial state. Virtually all of the grandiose studies on high-tech wars brought to swift conclusions will prove worthless, while the old naval theorists who recognized the criticality of controlling seaborne trade will be vindicated: The strategic truth we ignore is that globalization has made control of the world's sea-lanes more important than ever before. Instead of great fleet-on-fleet battles, our Navy's essential contribution will be stopping, seizing and occasionally sinking merchant vessels on the high seas. Our future Navy will combine the traditions of the Union Navy's blockade of the Confederacy with a 21st-century version of the South's bold commerce raiders.

A conventional war with China would also have daunting unconventional aspects, but those are discussed below.

NUCLEAR WAR IN THE 21ST CENTURY

As ever more states come to possess nuclear weapons, the likelihood of their use increases exponentially. But the identity of the parties to the next nuclear exchange might surprise us.

Without question, we should worry about all forms of weapons of mass destruction in the hands of terrorists – although nuclear weapons are difficult for non-state actors to acquire, deploy and use. Terrorists might stun us with the detonation of a small nuclear device (destructive enough, certainly), but the grand nuclear duels of the future are apt to be between states or multistate alliances led by newly emerging nuclear powers.

A war between China and the United States would be unlikely to turn nuclear, although Beijing might threaten nuclear use as a last, desperate gambit. The long-feared nuclear exchange between Pakistan and India remains a possibility – a probability, should religious fanatics seize power in Islamabad. Israel must always worry about nuclear weapons in Islamic hands, but Tel Aviv's retaliatory capacity remains a deterrent against all but the maddest regimes.

Instead, the smart money would bet on a nuclear exchange between Iran's Persian Shi'as and Sunni Arabs in neighboring states. We worry, rightfully, about Tehran's quest for nuclear weapons, but we fail to understand the context of the mullahs' adamant refusal to interrupt Iran's nuclear program. We see ourselves as the potential target, but to the degree that the Iranians consider us, they

view nuclear weapons as an essential deterrent, not as first-strike tools. We take third place, at most, on Tehran's targeting list, while Israel and Sunni Arabs tie for first place – and, if recent history is any precedent, Sunni Arabs may occupy the top spot.

Although Pakistanis are not Arabs, Islamabad's bomb is a Sunni bomb – paid for by Saudi co-religionists. Tehran wants a Shi'a bomb as a counterweight. The opening section of this article noted that the bloodiest conventional war since 1945 was fought between Saddam's Iraq and Khomeini's Iran. The Iranians, who suffered a disproportionate share of the casualties, have not forgotten – disabled veterans in the streets are a constant reminder. This grudge match is just pausing between rounds.

One of the many reasons to hope for the success of our efforts to help Iraqis build a unified, rule-of-law government is that, should Iraq fail, the chances for a regional conflagration would skyrocket. Arabs, Persians and Turks all might join in a bloody squabble over Iraq's dismembered parts – should

Tehran possess nuclear weapons by that time, it would not scruple about using them to prevent a defeat by Persia's and Shi'a Islam's age-old enemies. The single factor that might prevent nuclear use under such circumstances would be the weakness of Arab armies in the post-Saddam era. Iran's military could win a conventional fight – unless Saudi Arabia called in enough chips to persuade Pakistan to open a second front.

All of this remains speculation, but the other variable is that Iran will not be the last state to pursue nuclear arms. Nuclear use during the Cold War was prevented primarily by a sense of rational

self-interest and by fear. A future, fanatic, nuclear-armed regime may be neither rational nor afraid.

BEYOND NUKES

With rare exceptions, recent discussions about "asymmetrical warfare" have focused on non-state actors employing terrorism or guerrilla techniques against Western militaries. Yet, across the coming decades, any state with which we found ourselves at war would pursue unconventional means and strategies in an attempt to offset our conventional advantages.

For example, a general war with China, as described above, might settle into an atmosphere of "phony war," of wary armed confrontation after an initial bloodletting. Our own asymmetrical effort would be to starve China of resources, trade and financial instruments. For its part, China would attempt to expand the range of warmaking activities, attacking our communications and electronic infrastructure at home, manipulating the global



A mushroom cloud forms on the horizon during atomic weapons testing.

SENTINEL/HC

ROGER RESSMEYER/CORBIS

media in a struggle to command world opinion, and seeking to convince the American people that the cost of continuing the war was prohibitive. To that end, Beijing might even attempt to wage biological warfare based upon genetic engineering, betting that its larger population could more easily absorb significant losses than could ours.

China would attempt to strike at our domestic weaknesses, just as we would assault China's – with both sides resorting to nontraditional means. For us, the over-centralization of our food supplies and the interwoven character of our electrical grid would be enormous vulnerabilities (especially if compounded by a devastating epidemic). A national supply system that relies on massive warehouse complexes and interstate trucking worsens the centralized food-production problem for us. Our economies of scale and sophisticated just-in-time delivery techniques could prove appallingly fragile – a Chinese village is better equipped to feed itself than most American small towns today (to say nothing of our cities), and the general goods whose availability we take for granted would quickly become scarce under pandemic conditions.

We would try to divide China's population into a regime camp and a new-nationalist peace movement. While Chinese chauvinism is powerful, discontent grows daily beyond the success-story cities (which have their own vast, combustible slums). An operational goal would be to incite a governmental over-reaction to unrest – crudely put, to set Chinese to killing Chinese. Simultaneously, Beijing would attempt to divide Americans politically.

China is far more aware of its internal weaknesses than we are – as we continue to search desperately for a mighty enemy to replace the Soviet Union. The most instructive action taken by the Beijing government in the past 20 years wasn't the Tiananmen Square crackdown, but the ferocious response to the spread of the Falun Gong cult. Cognizant of their national history, China's rulers feared the rapid spread of a charismatic religion. For centuries, the great upheavals in China, from peasant revolts through the Taipings and the later Fists of Righteousness (or "Boxers"), down to the secular cult of Mao have had a messianic, millenarian character. China's present rulers dread the rise of a new, seductive religion within the country far more than they do any external threat. And given the resurgence of religion-as-an-excuse-for-violence in our time, Beijing's fears may be accurately placed.

And we must be careful what we wish for: Were China's government overthrown by the rise of a new religion, we might find the new China more aggressive and dangerous than the wary state we face today. The most asymmetrical aspect of a war with China might be its outcome – unleashing forces we have not yet imagined.

NO "END OF HISTORY"

All of this brings us back to rekindled religious

passion as the motive force for conflict in this new century. Far from seeing an "end of history," we're experiencing history's return with a vengeance. From the sorry close of the last century at Srebrenica to the beginning of the new one on 9/11, we've found ourselves in a great age of transitions: From the Europe-spawned "Age of Reason" that perished at Auschwitz, to the new age of faith gathering global impetus; from the Western cult of technology to the resurgence of superstition; from an age that sought to impose the rule of law, to the age of hyper-lawlessness; from the age of a world ordered by Europe, to a world violently disordered by Europe's colonial legacy.

Rarely has the end of a century and of a millennium coincided so neatly with a sudden break in values, beliefs, social organization – and the modalities of war. We long for recent verities, now collapsed, and find it almost as difficult to face the ferocity and unreason of this new age as our enemies find it to cope with our dominance. We live at a time when men refuse to believe what they see before them, preferring to believe in things they cannot see. Our enemies are the prisoners of a cruel vision of their god, while we are captives of our myths of a benign world.

The conflicts of the coming years will force a sense of reality upon all of us. ★

Ralph Peters is the author of "New Glory: Expanding America's Global Supremacy" and 19 other books, including additional works on strategy and military affairs as well as best-selling novels with military themes. A retired Army officer and former enlisted man, he has firsthand experience in over 60 countries on six continents. His articles and columns have appeared in a wide range of newspapers, magazines and journals, and he is a frequent guest on the broadcast media.

The genocidal impulse isn't an anomaly. Humans are hardwired for it. Only civilization and the rule of law occasionally allow cultures to control the enduring longing to exterminate those perceived as enemies.



FINBARR O'REILLY/STRINGER/REUTERS/CORBIS

A child rests his weapon on his shoulder during traditional Mai Mai militia training in the Democratic Republic of Congo's eastern town of Malindi.

BELOW: Refugees fleeing Rwanda's 1994 genocide pass corpses lying by the side of the road.



DAVID TURNLEY/CORBIS

BATTLEFIELD LEADER

U.S. GRANT

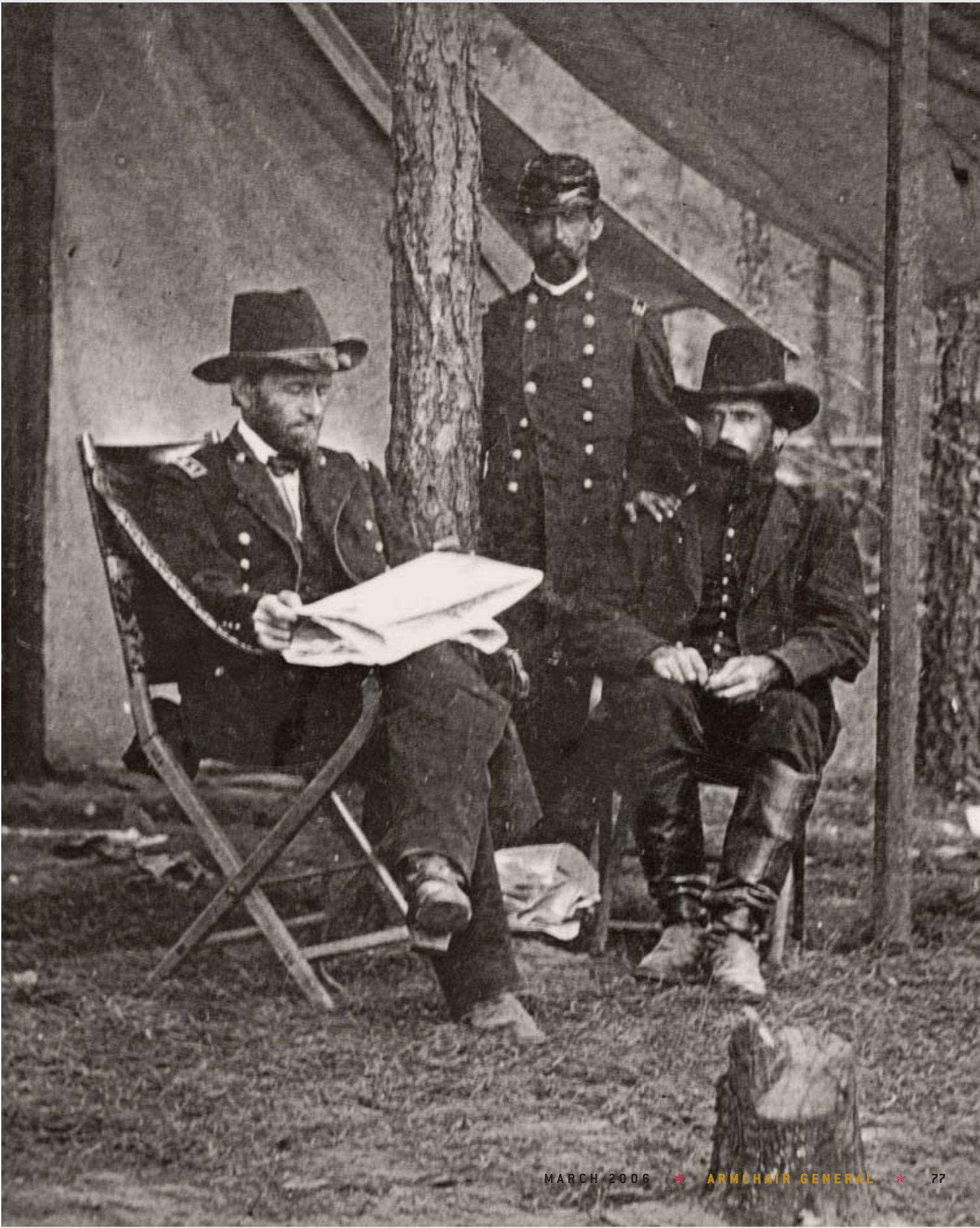
THE GENERAL WHO SAVED THE UNION

RIGHT: Gen. Ulysses S. Grant and two members of his staff, Col. T.S. Bowers (standing) and Brig. Gen. John A. Rawlins, meet during the Battle of Cold Harbor.

Too long unfairly pilloried as an unimaginative butcher, Grant's war-winning strategy and battlefield successes fully validated Lincoln's trust.

BY BRADLEY GERICKE

NATIONAL ARCHIVES



T

he gloom pervading the Army of the Potomac in the early evening hours of May 7, 1864, had less to do with the approaching darkness than the events of the preceding three days. Since entering the tangled undergrowth of the Virginia woods south of the Rappahannock River, Soldiers of the Yankee army had waged furious combat with Robert E. Lee's gray-clad veterans. Now the men in blue sensed another defeat. They grimly realized that if they had not lost, they certainly had not won. Surely their generals would once again give up the fight and lead them back across the river.

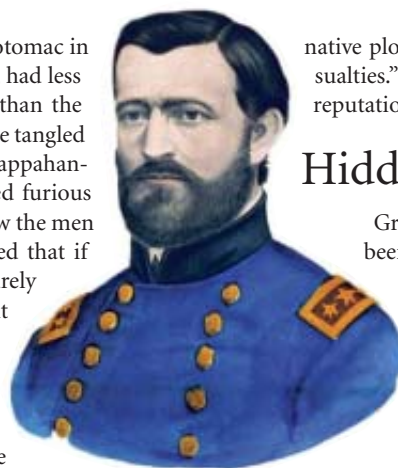
As the men approached a crossroads, they encountered their new commander, Lieutenant General Ulysses S. Grant, sitting astride his horse. Wearing a regulation hat and plain Soldier's blouse adorned with only the three stars of his rank, he cut a nondescript, hardly inspiring figure.

It was a fateful encounter. If Grant led them to the east in retreat, the stalemate in the Civil War's eastern theater would continue. If he turned them south, however, they would advance toward Richmond and a chance to end the war.

Grant gestured and the head of the column slowly turned south! The men broke into emotional cries of "On to Richmond!" Pressing forward, they tossed their hats into the air as their shouts echoed through the dense woods. Although it would take 11 more months of killing before the weary survivors of Grant's armies would at last see the remnants of Lee's force stack arms at Appomattox, these cheering privates clearly understood the determined resolve needed to win the Civil War.

Over the intervening decades, the *real* U.S. Grant has often been lost, consumed by stereotypes such as "heartless butcher," "unimagi-

BATTLEFIELD LEADER



In February 1862, Grant handed the Union cause a major victory by capturing Forts Henry and Donelson in Tennessee. This triumph established his reputation while opening the Cumberland and Tennessee rivers.

native plodder" and "attack at all costs regardless of the casualties." Today, in fact, no other American military leader's reputation is as obscured by cliché as Grant's.

Hidden Genius

Grant's genius as strategist and battlefield leader has been concealed by ideologically driven criticism for most of the last century, having fallen victim to the carefully cultivated myth of the South's "Lost Cause." Only recently have historians begun deconstructing the propaganda-laden image of "Grant the butcher," who overwhelmed the brilliant Robert E. Lee by numbers alone.

Yet Grant's true nature was often inexplicable even to his contemporaries. The man who knew him best, General William T. Sherman, admitted, "I knew him as a cadet at West Point, as a lieutenant in the 4th Infantry, as a citizen of St. Louis, and as a growing general all through the bloody Civil War. Yet to me he is a mystery."

Grant was difficult to fathom. His exercise of command was unhindered by rigid doctrine and he was comfortable reacting to rapidly developing circumstances. His campaigns, however, revealed a relentless, layered strategy: Maneuver against the enemy, exhaust his resources, conduct raids to weaken and turn him, and then defeat him when the opportunity arises.

While Grant valued the offensive at the tactical, operational and strategic levels of war, he nonetheless understood that technological advances – especially the rifled musket – made direct assault a deadly maneuver.

Perhaps Grant's greatest leadership strength was the fact that he did not allow himself to become paralyzed with fear when considering what the enemy might do to his force. Instead, he focused his efforts on maximizing the damage his force could inflict upon the enemy.

In spite of more than a century of disinformation, Grant's battlefield leadership proved at the decisive moment in American history that he was the Union's indispensable military leader.

Early Life Frustration and Failure

Born April 27, 1822, in Point Pleasant, Ohio, Hiram Ulysses Grant displayed no particular military inclination during his youth. When his father leveraged local political connections to



Grant made his reputation in the west. He finished off the Confederacy in 1864-1865 by synchronizing the actions of all Union armies while he accompanied the Army of the Potomac as it battled Lee.

While Grant held no monopoly on drunkenness in the Army of that era, it may have played a role in his decision to resign in 1854.

secure him a nomination to the United States Military Academy at West Point, young Grant accepted mainly because the academy seemed like an opportunity to move beyond his family's modest means.

When Grant reported to West Point in May 1839, he found that the congressman who nominated him had mistakenly enrolled him as Ulysses S. Grant (his mother's maiden name was Simpson). Thus, U.S. Grant stuck with him for the rest of his life.

An indifferent student, Grant wrote of the experience, "A military life had no charms for me, and I had not the faintest idea of staying in the Army even if I should be graduated, which I did not expect." Nevertheless, Grant did graduate in June 1843, ranked 21st in his class of 39. He requested service with the dragoons but instead received a posting to the 4th U.S. Infantry Regiment.

With the onset of the Mexican War in 1846, Grant joined American forces along the Rio Grande, coming under fire several months later at the Battle of Palo Alto. Assigned as quartermaster during General Winfield Scott's march on Mexico City, Grant roamed the front whenever possible. He even led volunteers on reconnaissance and combat missions during battles around Mexico City, receiving two citations for gallantry and one for meritorious service.

Grant deduced that the main weakness in the Mexican army was inferior officer leadership and that Mexican units "after a certain time ... simply quit, without being particularly whipped." He would apply this lesson of leadership and morale in his own battles during the Civil War.

Following the Mexican War, Grant married but was soon separated from his family. Serving on the west coast in 1854, he tried to supplement his Army pay by farming. However, the failures began to tell and he missed his wife, Julia Dent Grant, dearly. In his memoirs, Grant explained what he decided to do about the situation. "My family ... was at the East. It consisted now of a wife and two children. I saw no chance of supporting them on the Pacific coast out of my pay as an Army officer. I concluded, therefore, to resign." He did not mention the rumor that circulated throughout Army circles at the time – that he was drowning his melancholy and loneliness in drinking binges. While Grant held no monopoly on drunkenness in the Army of that era, it may have played a role in his decision to resign in 1854.

Grant moved to Missouri where he lived alongside Julia's family on a farm outside St. Louis. Under her father's watchful eye, he planted wheat and corn but lacked the capital to make the farm a success. Constantly cash-poor, he explained, "If nothing else could be done, I would load a cord of wood on a wagon and take it into [St. Louis] for sale."

When an attempt to sell real estate failed and he was passed over

for a position he sought as county clerk, Grant gave up on Missouri and moved to Galena, Illinois, in 1860 to work in his father's leather store. "While living in Galena I was nominally only a clerk ... on a stipulated salary. In reality my position was different." As a family-owned business, Grant claimed, his father's intention for the enterprise was "to establish his three sons [Grant included] in it." Therefore, Grant was treated more as a partner than a clerk. His economic situation stabilized significantly – until national events intervened.

Call to Arms!

On April 12, 1861, secessionists in Charleston, South Carolina, fired on Fort Sumter. Three days later, Galena's residents gathered at the courthouse to listen to local politicians rally support for the new war. Although he had been a resident of the city for only a short time, Grant was asked to preside at the meeting, probably in deference to his prior military service. Grant commented, "I never went into our leather store after that meeting, to put up a package or do other business." Instead, he answered President Abraham Lincoln's call for volunteers to save the Union.

Grant helped lead the Galena volunteer company to its mustering point at the state capitol. While there, he was asked by Illinois governor, Richard Yates, to help organize the regiments that formed in response to Lincoln's first call for volunteers.

On May 24, 1861, Grant sent a letter to the U.S. Army's adjutant general, offering his services and suggesting that he be appointed as a regimental commander. He received no reply whatsoever. Years after the war, he discovered that the letter had been misfiled and forgotten in a Washington, D.C. office. Nonetheless, Grant persevered in the event, even visiting Major General George B. McClellan's headquarters in Cincinnati and waiting two days for an audience. "Little Mac," however, refused to see him. Lincoln's

best general nearly missed serving in the war altogether.

Fortunately, in response to Lincoln's second call for volunteers (300,000 men to serve for three years or the duration), Grant found an Illinois regiment without a colonel. He recalled, "The 21st Regiment, mustered in by me in Mattoon [several weeks earlier] refused to go into the service with the colonel [previously selected by the men] ... Governor Yates appointed me colonel of this ... regiment."

Grant received command of the 21st Illinois in June and spent the summer drilling his regiment and chasing guerrillas. That fall, on November 7, 1861, he bloodied his men at the Battle of Belmont, Missouri. By then a brigadier general, Grant sought to take the offensive by exploiting Tennessee's river network.



Grant's capture of Vicksburg led directly to Lincoln's summons for the nation's new hero to come east and lead Union armies to final victory. The president was impressed by Grant's reputation for fighting ... and winning.

BATTLEFIELD LEADER

Victory in the West

Grant persuaded his superior, General Henry Halleck, to let him lead a force against two key forts, Donelson and Henry, guarding the Cumberland and Tennessee rivers. With help from U.S. Navy gunboats, he eventually compelled the forts' "unconditional and immediate surrender." For bringing Kentucky and most of Tennessee under Union control, Grant received a second star and became an overnight hero throughout the North.

Grant's next battle, however, almost ruined him. On April 6, 1862, a Confederate Army caught his force exposed and unprepared near Shiloh Church in the wilderness of western Tennessee. Although caught flat-footed, Grant rallied his army and drove the Rebels from the field. With 23,000 Union and Confederate casualties, the losses at the Battle of Shiloh topped those suffered in all the rest of America's



Lt. Gen. Ulysses S. Grant and his staff in 1864.

wars to that date combined. The public was horrified and the Union high command was critical. Lincoln, however, supported Grant because he was a general who would fight.

All notions of quickly ending the war were destroyed. The fury and carnage of the fighting at Shiloh convinced Grant that the war would not be won until the South was completely and utterly crushed.

After enduring several months of recrimination, Grant was given command of the campaign that would fully restore his reputation. In December 1862, he took charge of the Union effort to capture Vicksburg – the Confederacy's "Gibraltar on the Mississippi" – and reopen the river to Northern commerce. Partnering with the Navy, he persevered through several months of failed attempts to bypass or assault the city. Finally, at the end of April 1863, his dogged determination paid off when Rear Admiral David Porter's gunboats and troop transports succeeded in running past the Vicksburg batteries and landing Grant's army on the high ground of the Mississippi's east bank. In a brilliant, unorthodox campaign, Grant besieged then captured the Confederate citadel on July 4, 1863. His success at the strategic, operational and tactical level during the Vicksburg campaign validated his command and leadership skills.

Grant's reputation as a leader who could get things done was further enhanced when in November 1863 he lifted the Confederate siege of Chattanooga, opening the way for the subsequent Atlanta campaign by Sherman's armies.

Through his victories in the west, Grant had proved at long last that he was the general Lincoln had been searching for since 1861. He would fight and he could win.

Summoned by Lincoln

In March 1864, Grant received the call to report to Washington. There he was given command of all Union armies and promoted to lieutenant general, becoming the highest ranking American officer since George Washington. With the promotion came high expectations – Grant's mission was nothing less than to find a way to win the war.

The plan Grant devised offered tremendous insight into his strategic and operational thought. It demonstrated that he clearly understood how to wage – and win – modern war. The basis of his strategic plan for 1864 was to maintain pressure against the South at every possible point. To accomplish this, he launched several armies simultaneously: Sherman would lead an army group deep into Georgia and capture Atlanta; Major General Nathaniel Banks would move by sea against Mobile, Alabama, and then move northward; Major General Benjamin Butler would advance up Virginia's James River and land south of Richmond to threaten Lee's

rear; and Major General George Meade's Army of the Potomac would move toward Richmond from the north.

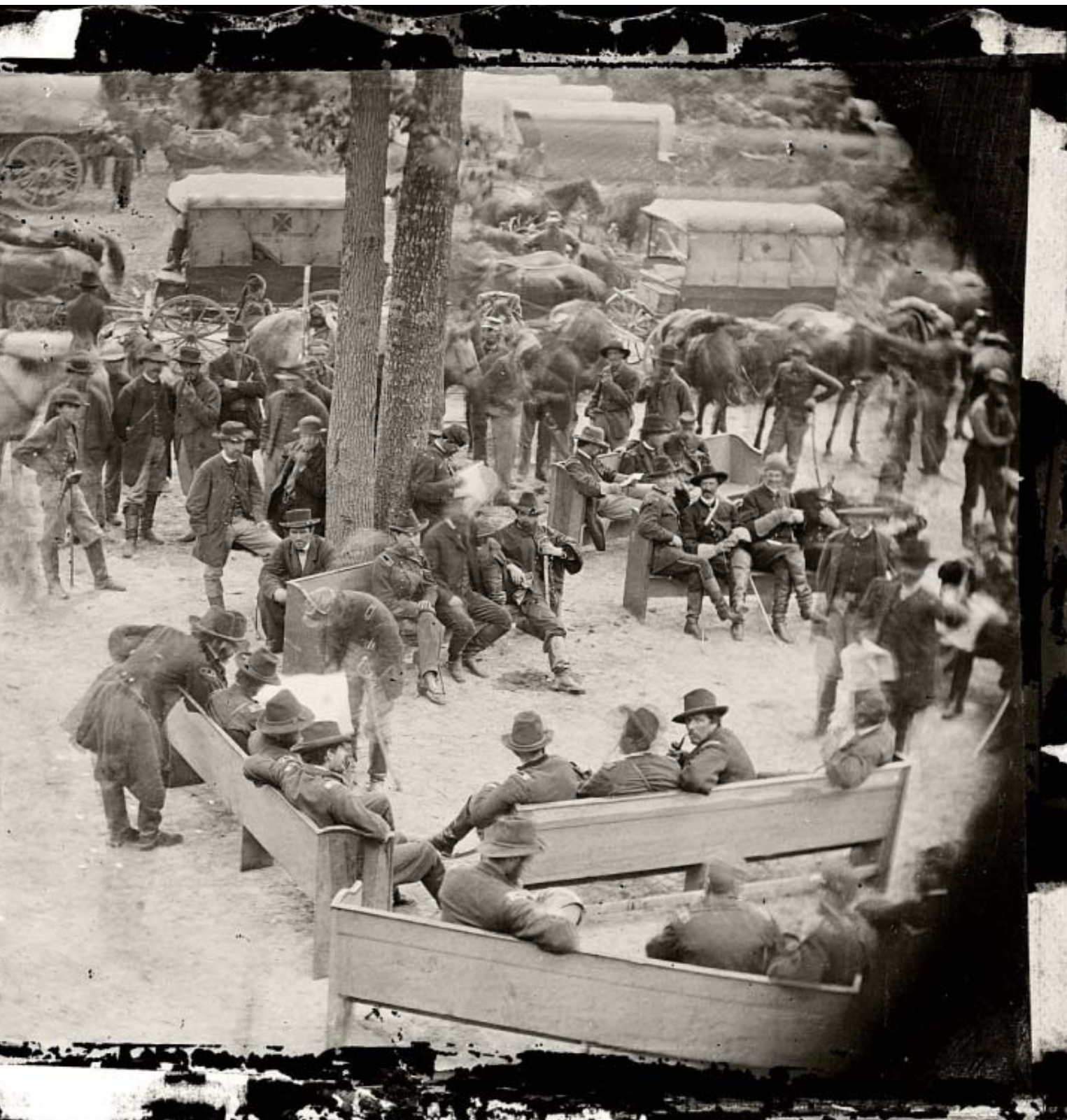
Grant, accompanying the Army of the Potomac, realized that unrelenting pressure on Lee's army was the key to victory. He told Meade, "Lee's army will be your objective point. Wherever Lee goes you will go also."

Operationally, Grant remained flexible. Since the Virginia terrain generally restricted a direct advance against Lee's center, and because Grant had to protect his own eastern supply routes, his army had to forego attacks on Lee's left (western) flank and maneuver instead against his right.

Victory in the East

Shortly after midnight on May 4, 1864, the 118,000 Soldiers of the Army of the Potomac began marching south. The Union men first struck Lee's 60,000 tough veterans in the dense woods known as the Wilderness. After two agonizing days of vicious combat, it appeared that Lee had inflicted yet another defeat; therefore, Union Soldiers and staff of-

June 1864. Gen. Ulysses S. Grant
(at left bending over pew) exam-
ines a map held by Gen. George G.
Meade during a council of war at
Massaponax Church, Virginia.



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BATTLEFIELD LEADER



Lee was surprised when Grant kept relentlessly pressing the Army of Northern Virginia despite mounting casualties.



Civil War artist Keith Rocco depicts the disastrous charge of the New York Zouaves across Saunders Field during the Battle of the Wilderness.

ficers prepared for a retreat. Grant, however, thought otherwise.

Grant wrote to Halleck in Washington on May 11 stating that rather than retreating as his predecessors had done, he would “fight it out on this line if it takes all summer.” With that announcement, he changed the fundamental calculus of the war: Grant had the initiative; Grant was attacking; Grant was in charge.

Continually moving his army “by the left flank” and always seeking to maneuver Lee out of position, Grant struck again and again each time Lee slid his own forces to the Confederate right to counter Grant’s movements. The two armies clashed at Spotsylvania (May 9-19), North Anna River (May 23-26) and Cold Harbor (June 3), a bloody encounter in which 7,000 Union Soldiers died in less than 20 minutes. Although Grant wrote that he had “always regretted that the last assault at Cold Harbor was ever made,” he kept his troops pushing at Lee’s dwindling force.

Grant’s 1864 Virginia campaign against Lee became a race to Petersburg. The first army to reach the strategic rail center just south of Richmond would control the other’s fate. When Butler’s Union forces operating independently against Richmond squandered a chance to seize a nearly undefended Petersburg, Grant lost the race. With no room left to maneuver by mid-June 1864, Grant settled in for the long siege of Petersburg, penning in Lee’s army and isolating Richmond.

The most dramatic event to occur during the 10-month siege was the Union attempt on July 30, 1864, to breach the Confederate entrenchments by exploding a mine beneath one section. The incident, usually referred to as the Battle of the Crater, was a Union disaster. Given that Meade only grudgingly supported the effort, and with the follow-on attack led by the incompetent Major General Ambrose Burnside, the 4,000 Union casualties were suffered in vain. “It was a stupendous failure,” wrote Grant. “It was the saddest affair I have witnessed in this war.”

For the rest of the year, Grant swung bodies of men both north and south seeking weak spots in Lee’s lines. However, he found none and his attempts to break the stalemate were ineffective. Perhaps remembering the disastrous direct attacks against the Vicksburg siege lines in 1863, he rejected the notion of a full assault against fortified positions. Instead, he marshaled his strength and waited for the winter roads to improve enough to permit maneuver.

The Northern public, seeing only a stalemate, was appalled at the butcher’s bill. Still, the Confederacy was in far worse shape. Since Atlanta had fallen to Sherman in September 1864, it was clear that Grant’s overall plan was working and therefore Northern spirits were buoyed.

With the onset of spring, Grant prepared the Army of the Potomac to advance, sensing that Lee’s days in Peters-

KEITH ROCCO

As General Washington had during the Revolution, and for only the second time in American history, a military officer had saved the Republic. Grant had won the war.

burg were numbered. On the night of April 2-3, 1865, with his army out of supplies, Lee abandoned Petersburg and headed west. Inevitably, the abandonment of Petersburg also brought about the fall of Richmond.

Grant, however, kept his focus on the main prize. He informed Meade, "Lee's army is the objective point, and to capture that is all we want." Lee continued to scurry westward, hoping to meet his supply trains and then somehow link up with other Confederate forces in North Carolina. Grant pushed his men to pursue, and by this time his key leaders knew they were expected to drive hard.

On April 8, Sheridan swung his troopers across the Rebels' only line of retreat at Appomattox Station. Nearby at Appomattox Court House, the remnants of Lee's once-great Army of Northern Virginia were cut off, too weak to break out. Lee's only available course was surrender. As General Washington had during the Revolution, and for only the second time in American history, a military officer had saved the Republic. Grant had won the war.

Waging Modern Warfare

The men of the Army of the Potomac cheered Grant as he rode through the lines to accept Lee's surrender, just as they had that night in the Wilderness when Grant demonstrated his strategic grasp and his confidence in his men by pointing his army south.

Grant was a unique man. In a war during which many high-ranking officers often demonstrated physical courage, there were few who were comfortable making decisions in the uncertain moral environment that characterized America's first "total war." Grant never allowed uncertainty to hinder his decision making. When in doubt, he acted. Rather than succumbing to the temptation to try to end the war with a single stroke, Grant demonstrated time and again the moral courage to persevere, shaking off setbacks and pushing on to victory. Taking to heart the lesson he learned during the Mexican War, he refused to permit his men to quit before the battle was won.

After Grant had established his strategic and operational qualifications through his brilliant leadership in western campaigns such as Vicksburg, Lincoln summoned Grant to break the stalemate in the east. In 1864, public opinion in the North demanded a direct contest against Lee. Once underway, Grant kept his focus and maintained his momentum, but the cost was high. Only when the casualty lists grew very long did the Northern press finally learn what Grant had already known: Battles were only a bloody means and not a final end to the war.

Grant understood that modern war was a contest between societies. A political resolution – one characterized by either side's complete exhaustion – was the only way to end the fighting once and for all. By pounding Confederate armies at every possible point while simultaneously wrecking the Southern economy and breaking the South's will, Grant gave Northern politicians the stomach to insist that the war's only acceptable outcome was for the South to be crushed.

Lee's battlefield genius may have excited the imaginations of generations, yet it was clearly Grant who understood the kind of realistic and determined leadership necessary to win a modern war. ★

Lieutenant Colonel Bradley Gericke, Ph.D., is currently assigned as the speechwriter for the Vice Chief of Staff of the Army.



April 9, 1865. Confederate Gen. Robert E. Lee surrenders to Union Gen. U.S. Grant at Appomattox Court House, ending major fighting in the American Civil War.

The South's Postwar Propaganda Campaign

Upon General Robert E. Lee's death in 1870, with the South still under occupation by Union troops and Reconstruction in full swing, Confederate veterans' groups initiated a public *disinformation* campaign. Their objectives were to justify secession and the war, to explain and defend the South's defeat, and to elevate Lee as the reigning icon of the Old South – the standard-bearer for the myth of the "Lost Cause." A subset of this effort was the "Lee Cult," which was actively promoted by former Confederate Soldiers, especially leading Confederate generals eager to obscure their own battlefield errors and shortcomings.

The South's loss, they claimed, was only due to overwhelming Federal numbers and criminally willful butchery by incompetent Union generals. Grant therefore was the leading villain of the war while Lee was the hero.

Until recent scholarship began to demonstrate otherwise, the image planted by the South's postwar propaganda campaign was generally accepted by the American public.

“See what a lot of land these fellows hold, of which Vicksburg is the key. The war can never be won until that key is in our pocket.”

– ABRAHAM LINCOLN, 1861

Sand – not water – made Vicksburg the Confederacy’s “Gibraltar” on the Mississippi. Eons ago, windblown loess (soil composed of sand, silt and clay) was deposited in great heaps, forming a 700-mile-long line of hills running five to 15 miles east and parallel to the river’s wide floodplain. Occasionally, the Mississippi wanders near this ridgeline where sheer-faced bluffs have been carved from the easily eroded loess. At Vicksburg, the most strategic meeting place of river and hills between Memphis and New Orleans, these precipices are 200 feet high. Confederate artillery, protected by the bluffs and positioned along the Mississippi’s severe horseshoe bend at Vicksburg, kept the “key” to controlling traffic on America’s vital, watery highway in Jefferson Davis’ pocket, not Abraham Lincoln’s.

The notion that Lincoln’s eagerness to capture Vicksburg was

The Battle

As much as any other single factor, the capture of Vicksburg depended upon the U.S. Navy. In fact, the Navy made western armies’ successes from 1861 through 1863 possible. In a region of primitive roads and a deteriorating, vulnerable railroad network, the north-south flowing rivers provided major invasion avenues. Since the Navy held a considerable advantage over the Confederates in numbers of vessels and firepower, each water artery represented a dagger aimed at the South’s vulnerable interior.

Mobility was not the Union Navy’s only critical advantage. Collectively, Federal gunboats represented the greatest concentration of mobile artillery in the theater. For example, the U.S. Navy’s Mississippi River Squadron, which supported Union land forces during the Vicksburg campaign, carried more artillery pieces than either side’s

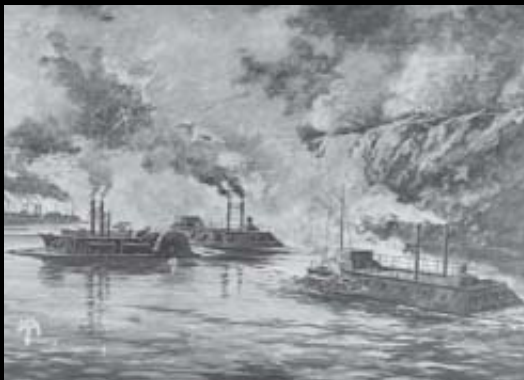
Grant’s Naval Triumph

Grant gets all the credit, but the U.S. Navy made it possible for his army to seize the Confederacy’s strategic Mississippi bastion.

By Jerry D. Morelock

due to his desire to “cut the Confederacy in two” puts the shoe on the wrong foot. Instead, it was Vicksburg’s ability to cut off vital commercial river traffic from the Union’s Midwestern states that made the city so important. The votes of the Northerners, whose livelihoods depended upon the free flow of riverborne commerce, were the real reason Lincoln desperately needed the Confederacy’s Gibraltar to fall. By holding Vicksburg, Jefferson Davis had turned the tables on Lincoln’s naval blockade of Southern coastal ports, effectively enforcing a “Mississippi River blockade” of his own. Lincoln needed Vicksburg “in his pocket” to break that Confederate blockade and to ensure that, in his words, “The Father of Waters again goes unvexed to the sea.”

WALK WHERE THEY FOUGHT



Rear Adm. Porter’s flotilla arrives at Vicksburg, Mississippi, in April 1863. Porter’s ships had to run a gauntlet of fire laid down by the Confederate river batteries.

ground forces. Mounting guns as large as 13-inch mortars capable of firing 200-pound projectiles up to two miles, Navy gunboats provided the heavy siege artillery the Army lacked.

Waterborne logistics greatly facilitated Army operations. Whereas a mule-drawn Army wagon could move only one ton of supplies, a single steamboat could deliver between 250 to 1,700 tons. On average, a steamboat carried 300 to 500 tons of supplies – five times more than the era’s 10-car freight train could transport, and a day’s sustenance for an entire field army of 40,000 Soldiers and 20,000 animals. Moreover, Union-controlled waterways offered much safer travel than the vulnerable railroad tracks and depots, which proved easy prey to Confederate cavalry raiders like Nathan Bedford Forrest.

BETTMANN/CORBIS



CENTER FOR MILITARY HISTORY

May 19, 1863. The 1st Battalion, 13th United States Infantry Regiment lost 43 percent of its men attacking the fiercely defended Confederate fortifications at besieged Vicksburg. Although the assault failed, the unit planted its colors at the top of the enemy's works before retreating. Calling the feat "unequalled in the Army," Gen. William T. Sherman authorized the 13th to inscribe "First at Vicksburg" on its colors.

BELOW: An illustration depicting the siege of Vicksburg. The siege ended July 4, 1863, when the Confederacy's Lt. Gen. John C. Pemberton surrendered to the Union's Gen. Ulysses S. Grant.



VICKSBURG NATIONAL MILITARY PARK/NPS

The Shirley House, which Union troops called "the white house," has been restored to its 1863 appearance. It is the only surviving wartime structure within the Vicksburg National Military Park boundaries.



KEITH ROCCO

Union Soldiers in the western theater sported a more casual appearance than their brothers in the east. For instance, westerners favored broad-brimmed slouch hats and preferred to carry their blanket rolls wrapped in ponchos rather than wear regulation knapsacks.



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VICKSBURG NATIONAL MILITARY PARK/NPS

LEFT: Fort Hill, which anchored the northern flank of the Confederate lines, was so formidable that no Union attack was ever attempted against it. Confederate gunners posted here helped the river batteries sink the Federal gunboat *Cincinnati* on May 27, 1863.

WALK WHERE THEY FOUGHT



Grant's capture of Vicksburg on July 4, 1863, was the final chapter in a yearlong odyssey that featured failed canals, blind alleys, naval heroics, desperate assaults, and finally, a bitter siege.

Rivers under U.S. Navy control were highways to victory, and the greatest of them all, the Mississippi River, was a *superhighway* (as the Vicksburg campaign's premier historian, Dr. Christopher R. Gabel, has emphasized). What the Union required was a commander with the vision to see the possibilities presented by ground and naval cooperation, the determination to set this power in motion, and the perseverance to see it through to victory. By December 1862, Lincoln had found his man.

Seven Paths to Vicksburg

The Navy had bailed out Major General Ulysses S. Grant on two occasions before the Vicksburg campaign even began. The seizure of Forts Henry and Donelson in early 1862 established Grant's reputation, but in reality it was a *joint* Army-Navy expedition, completely dependent upon the Navy's mobility, firepower and logistical support. Then in April 1862 at Shiloh, Grant's nearly beaten

army was forced to seek shelter under the protective umbrella of shellfire provided by Navy gunboats on the Tennessee River until Army reinforcements could arrive. Grant appreciated the Navy's contribution and was one of its chief beneficiaries. To capture Vicksburg, he wisely sought naval support again.

The first attempt to seize Vicksburg was a naval affair mounted by Admiral David G. Farragut after his dramatic capture of New Orleans. In May 1862, Farragut led his West Gulf Blockading Squadron up the Mississippi, capturing Baton Rouge and Natchez. He then bombarded Vicksburg — essentially a “naval siege” — until the end of July. However, Farragut had only one brigade of infantry and was forced to

give up. Fortunately for Lincoln, when Ulysses S. Grant was charged with taking Vicksburg, he did not resign so easily.

Grant's first attempt to capture the Confederate bastion was a half-Navy, half-Army affair in December 1862. He dispatched his most trusted subordinate, Major General William T. Sherman, with 30,000 troops in 59 transport vessels and seven gunboats to Chickasaw Bayou, just north of Vicksburg. Grant supported Sherman's attempt by leading 40,000 troops through central Mississippi. Both columns failed. Sherman's bloody frontal attack on December 29 was repulsed at the Vicksburg bluffs, and Grant abandoned his approach when Confederate raiders Earl Van Dorn and Bedford Forrest destroyed his main supply base and severed his vital rail link. Although Grant gave up on the overland approach, he was far from giving up on Vicksburg. He turned his attention to the possibilities offered by the river.

Between May 1862 and April 1863, Union forces launched seven attempts to capture or bypass Vicksburg. Farragut's naval siege and

Sherman's Chickasaw Bayou amphibious assault were followed by four operations intended to find a water route to sidestep Vicksburg's batteries or discover a navigable approach leading to the high ground of the hills to the rear of the city. Union troops laboriously dug canals across DeSoto Point opposite Vicksburg and at Lake Providence, Louisiana, but they could not create a bypass. Strong Confederate fortifications turned back naval expeditions to Yazoo Pass and Steele's Bayou. Meanwhile, Grant exploited the Mississippi River “superhighway” and established a massive supply base at Milliken's Bend, northwest of Vicksburg. Then in April 1863, he launched one final attempt to capture the Confederate bastion.

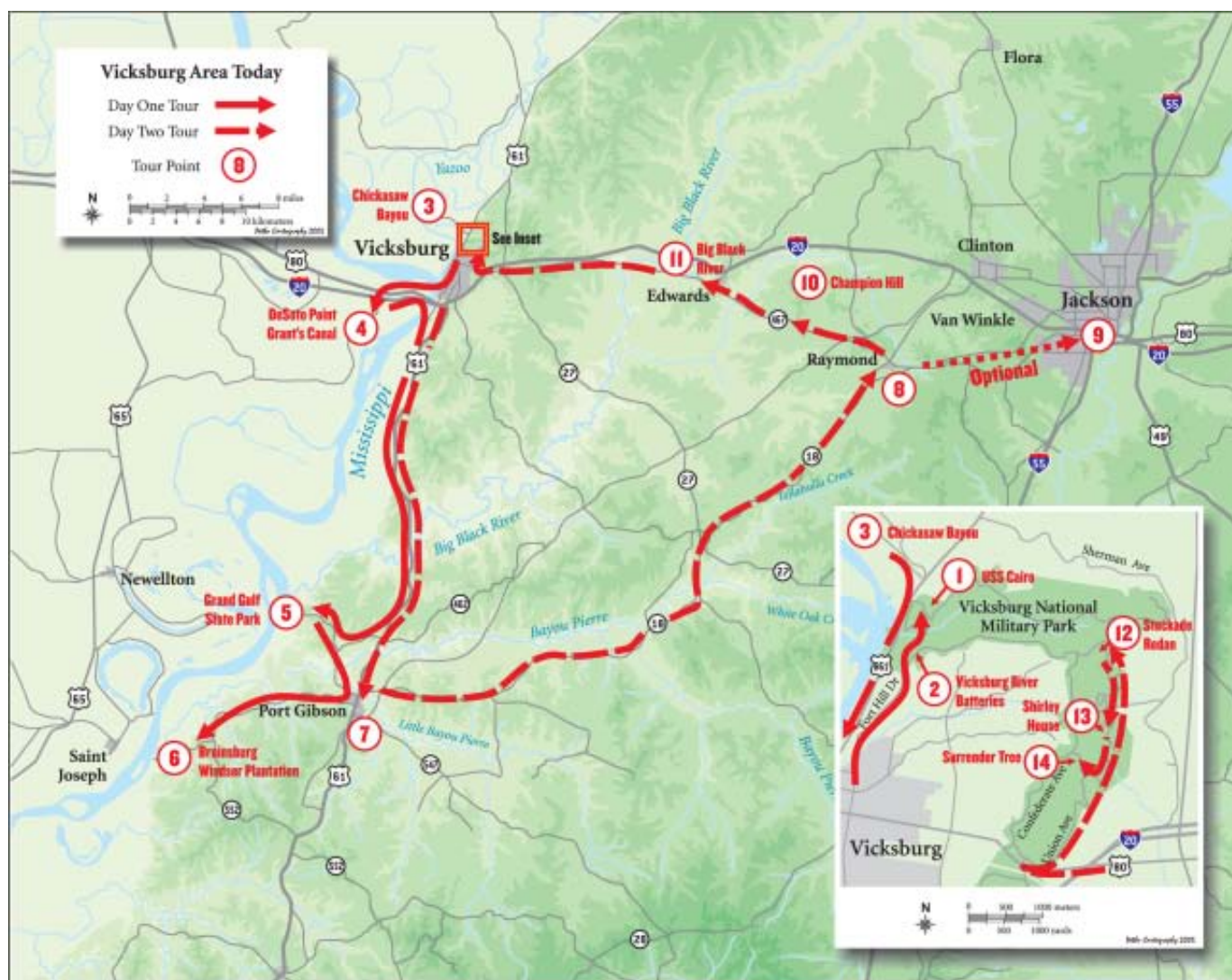
To Vicksburg — Via Jackson

In order to take Vicksburg, Grant needed to get his army out of the Mississippi's swampy floodplain and reposition it on the high, dry ground of the hills east of the river — a major feat. Once again, Grant turned to the Navy for assistance. He asked Rear Admiral David Porter to run his gunboats and troop transports past the Vicksburg batteries' gauntlet of fire to launch one of America's largest amphibious assaults.

On the moonless night of April 16, eight Navy gunboats and three transports tried to slip silently past the Confederate batteries. However, lookouts on the river's west bank alerted the defenders and lit bonfires to illuminate the ships for Vicksburg's gunners. The ships were heavily shelled but made it past the city's defenses with the loss of only one transport. Grant now had the means to move his army across the river.

Although repulsed by intense fire from Confederate forts at Grand Gulf, Grant's first landing choice south of Vicksburg, Porter succeeded the following day (April 30) and put 24,000 Union troops ashore 12 miles farther downstream at Bruinsburg Landing. By late that afternoon, Grant's men occupied the high ground of the loess hills. The ships, meanwhile, landed thousands more troops and tons of supplies to reinforce the bridgehead.

Vicksburg's Confederate commander, Lieutenant General John C. Pemberton, made no serious effort to march his 30,000 troops against Grant's bridgehead, al-



though his subordinate at Grand Gulf, Brigadier General John S. Bowen, led 8,000 of his defenders against the Union spearhead at Port Gibson. Bowen, the campaign's most effective Confederate leader, was outnumbered at least 3-to-1 and eventually yielded to superior numbers.

With his troop strength increasing every hour, and Pemberton showing no interest in leaving his fortifications to contest Union movements, the road was open for Grant to move north to Vicksburg. Instead, he led his army northeast, away from the city. His objective was the vital rail center at Jackson, the hub of the only rail line supplying Vicksburg. Grant was not satisfied with merely threatening the city; he wanted it in a stranglehold.

Leading an army that, thanks to Porter's efforts, was up to 42,000 men by May 9, Grant fought battles at Raymond (May 12), Champion Hill (May 16) and Big Black River (May 17), while destroying the rail hub at Jackson (May 14). Although Pember-

ton finally led part of his army from Vicksburg to contest Grant's advance, the Confederate commander bungled the ensuing battle at Champion Hill and helplessly watched as his men were routed at Big Black River. Dejected, Pemberton retired back to Vicksburg on May 17.

Watery Lifeline

Contrary to a popular claim, Grant did not "cut loose" from his supply line and launch his army into Mississippi's interior with no logistical support. In fact, each newly landed brigade escorted a supply train as it marched to join the main body. Porter saw to it that the entire Mississippi River was Grant's supply base – an inexhaustible logistical network from which he was never isolated.

Grant's army reached Vicksburg's fortifications on May 18, and by mid-June, his forces numbered over 70,000. About half of these besieged Pemberton while the rest faced eastward against any attempt to lift the

siege. With Porter controlling the river and Grant blocking the land routes, the Confederate Gibraltar morphed from a bastion into a prison for its defenders.

After Grant unwisely tried to batter his way inside Vicksburg fortifications with two unsuccessful assaults (May 19 and 22), he ordered a formal siege that lasted six weeks. With the help of the big guns of Porter's fleet, Grant bombed and starved the city into submission. On July 4, 1863, Grant accepted Pemberton's reluctant surrender of 30,000 sick, hungry and demoralized Confederate Soldiers. He then rode immediately to the Vicksburg docks where he personally thanked Porter for helping to put this "key to victory" in Lincoln's pocket.

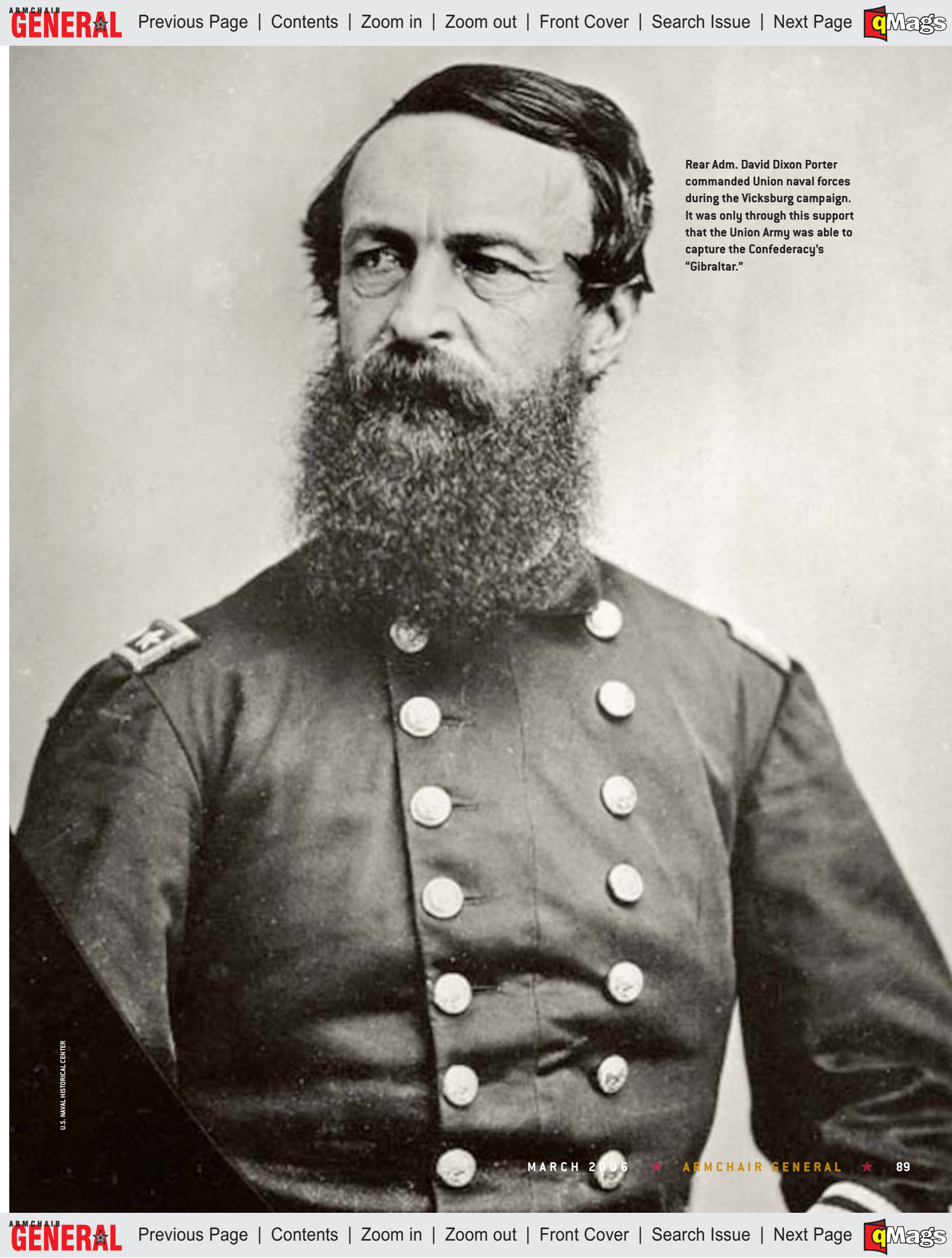
The Tour

Day One of the Vicksburg campaign tour focuses on the considerable efforts to get Grant's troops to the "high and dry" loess hills on the east side of the river. To empha-

Lt. Gen. Ulysses S. Grant, although frustrated by several unsuccessful attempts to capture or bypass Vicksburg, remained determined to capture the city. He finally found his "key" to victory in the U.S. Navy.

With his troop strength increasing every hour, and Pemberton showing no interest in leaving his fortifications to contest Union movements, the road was open for Grant to move north to Vicksburg. Instead, he led his army northeast, away from the city.

SUPERSTOCK

A black and white portrait of Rear Adm. David Dixon Porter. He is a middle-aged man with dark hair, a high forehead, and a very full, dark beard and mustache. He is wearing a dark, double-breasted military uniform with two rows of buttons. The background is a plain, light color.

Rear Adm. David Dixon Porter commanded Union naval forces during the Vicksburg campaign. It was only through this support that the Union Army was able to capture the Confederacy's "Gibraltar."

U.S. NAVAL HISTORICAL CENTER

WALK WHERE THEY FOUGHT

size the importance of naval support, the tour begins at the only Civil War gunboat in existence, the ill-fated USS *Cairo*. Day Two of the tour follows the subsequent action from the Battle of Port Gibson to Vicksburg's surrender.

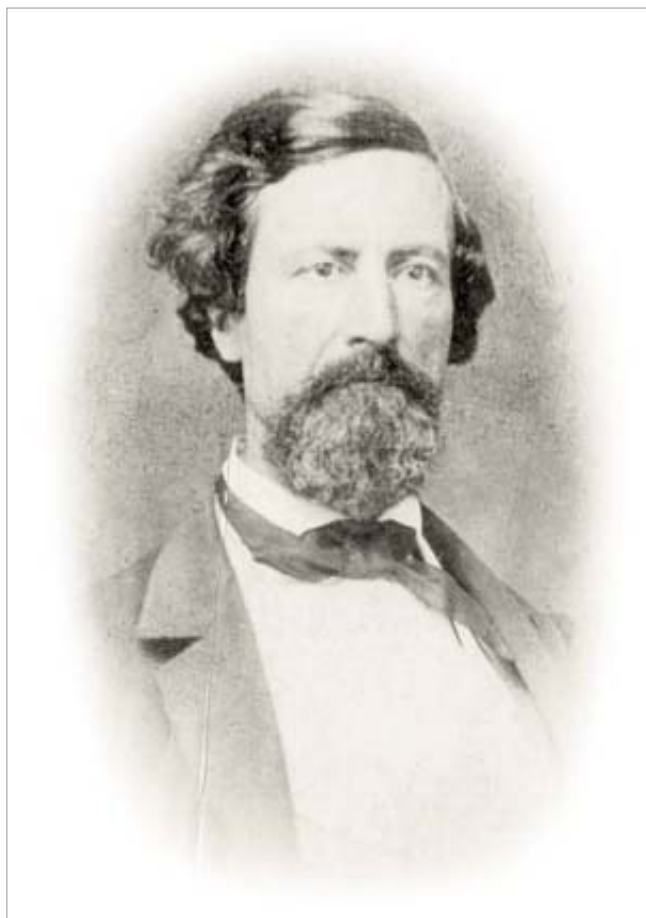
Tour Point 1 – USS *Cairo*: Take exit 1C on Interstate 20 at Vicksburg and turn left onto Hall's Ferry Road, which joins with Cherry Street and then becomes Fort Hill Drive. Follow Fort Hill Drive onto the Vicksburg National Military Park and turn left into the USS *Cairo* Museum parking lot.

The *Cairo* was supporting Sherman's Chickasaw Bayou amphibious assault when two electrically detonated Confederate "torpedoes" (underwater mines) sank it on December 12, 1862. Built for river warfare, the gunboat was 175 feet long and 51 feet wide with a draft of only six feet. The ship mounted 13 large guns, and the sloping sides of its wooden hull and superstructure were encased in 2.5-inch iron armor plate. Two coal-burning engines powered a rear-mounted paddle wheel that produced a top speed of six knots. None of the ship's 170 officers and sailors was killed when it sank.

Salvaged in 1964, the *Cairo* is located near a state-of-the-art museum where hundreds of recovered artifacts provide a glimpse into the lives of the Civil War's "brown water" sailors.

Tour Point 2 – Vicksburg River Batteries: Exit the *Cairo* Museum parking lot and turn left at the park gatehouse. Continue up the hill a few hundred yards to the first parking area.

The grass-covered ramparts here are the remains of Fort Hill, one of 13 Confederate river batteries that overlooked the Mississippi. With a total of 37 large-caliber guns, the batteries were sited to fire at vessels negotiating the Mississippi River's hairpin bend that existed during the Civil War. (The river's course has since been altered and it now flows south of Vicksburg.) Grant's goal



Lt. Gen. John C. Pemberton reluctantly surrendered Vicksburg and his 30,000 wounded and starving troops to Gen. U.S. Grant after a six-week siege. He was demoted to lieutenant colonel for the remainder of the war.

in this campaign was essentially a *naval* one: eliminate the 13 "anti-ship" river batteries. But to accomplish this, he had to capture the city.

Tour Point 3 – Chickasaw Bayou: To reach the site of Sherman's failed attempt to take Vicksburg, retrace your route to Exit 1 and drive east on I-20. Take Exit 5A and follow U.S. Highway 61 north to the intersection with Business 61 (B61). Turn left onto B61 and proceed four miles to the first traffic light. Turn right toward the Port of Vicksburg. After six-tenths of a mile, turn right onto Long Lake Road. After about five miles, turn right at the T intersection and drive one mile.

The body of water visible to the north is the Yazoo River. Troop transports and

gunboats traveled this river to bring Sherman's force to Chickasaw Bayou.

Continue approximately three miles farther and stop at the small bodies of water just before the B61 intersection.

After disembarking on December 26-27, 1862, Sherman's 30,000 troops took two days to negotiate the flooded terrain to reach this location and assault the Confederate positions along the base of the hills just across B61. His attack on December 29 failed, costing him 2,000 Union casualties and sending his troops back to the transports for a retreat upriver.

Tour Point 4 – DeSoto Point/Grant's Canal: Drive to the intersection 75 yards farther along the road and turn right onto B61. Follow B61 south through downtown Vicksburg (Washington Street in town) to I-20. Take I-20 West across the Mississippi River into Louisiana, then take Exit 186 and turn right. After a few hundred yards, turn right at the T intersection onto Louisiana Route 3218. Drive two miles, turn right and proceed across the railroad tracks, and then drive under the interstate overpass (to the right front).

Stop at the historical markers on the left. The shallow depression behind the markers is the remnants of a canal that was 60 feet wide, six feet deep and a mile long. Grant's Soldiers, aided by runaway slaves and floating steam shovels, dug the canal across this section of DeSoto Point – once the west bank of the Mississippi's hairpin turn opposite Vicksburg – from January through March 1863, in an attempt to divert the river's main channel away from Vicksburg. Flooding, however, eventually caused the project's abandonment. Grant's three other attempts to bypass the city also failed and he was left with no choice but to move his troops across the river to tackle Vicksburg head-on.

Tour Point 5 – Grand Gulf: To travel to Grand Gulf, Grant's first landing site choice,

Although Grant gave up on the overland approach, he was far from giving up on Vicksburg. He turned his attention to the possibilities offered by the river.

return to I-20 and proceed east to Exit 1B. Take U.S. Highway 61 south approximately 20 miles. Turn west at the Grand Gulf State Park sign and drive about eight miles until the road terminates.

The overgrown banks here are the remains of Fort Coburn (ably commanded by the redoubtable General Bowen), one of the Confederate fortifications that defeated Porter's gunboats on April 29, 1863.

Before exiting Grand Gulf State Park, view the battle artifacts in the privately maintained museum. Both it and the park headquarters are located a few hundred yards before the end of the road.

Tour Point 6 – Bruinsburg/Windsor Plantation: Bruinsburg Landing no longer exists, but the ruins of Windsor, the grand plantation house it served, can still be visited. Retrace your route from Grand Gulf Park approximately four miles. Bear right at the Y intersection and proceed three miles (becomes Anthony Street in Port Gibson). Turn right onto Flower Street, then after one-tenth of a mile, turn right onto Rodney Road (Mississippi Route 552). Drive approximately 10 miles and turn left at the Windsor House sign.

Stately columns and a brick foundation are the only remnants of Windsor. Bruinsburg, the plantation's river landing, was located two miles away. By 4 p.m. on April 30, Porter's ships had transported Grant's army to the landing, and from there they moved to the high ground on the east side of the Mississippi River, accomplishing the major feat of the Vicksburg campaign.

This ends Day One of the tour. Day Two begins near Port Gibson where Grant's army fought the first of four battles before the Vicksburg siege.

Tour Point 7 – Lookout Point/Battle of Port Gibson: To reach the location of Brigadier General John Bowen's valiant attempt to stop Grant, take Exit 1B on I-20 and travel 24 miles south on Highway 61 to Port Gibson. Turn right onto Rodney Road (Mississippi Route 552), drive four miles west and then pull into the unimproved turnout.

Known as Lookout Point, this area was the location of each army's northernmost flank at the Battle of Port Gibson, May 1. Despite Bowen's pleas for reinforcements, Pem-

berton dispatched only two brigades to stop Grant's juggernaut. Outnumbered 3-to-1, Bowen slowed but could not stop the Union advance. Pemberton remained immobile in Vicksburg while Grant maneuvered to cut the city's only supply line.

Tour Point 8 – Raymond: Return to Port Gibson via Mississippi Route 552, take Mississippi Route 18 for approximately 40 miles toward Raymond and then turn right and stop on Cidero Road.

On May 12, as Grant moved on Jackson, the 11,000-man Union XVII Corps was attacked here by Brigadier General John Gregg's brigade of 3,000 Soldiers. Another piecemeal effort, Gregg's unsupported force was pushed off the field by overwhelming numbers. By 4 p.m., the road to Jackson was open.

Tour Point 9 – Jackson (optional): Those wishing to visit Jackson may continue 15 miles along Route 18 into the city. However, urban growth has obliterated all campaign historical sites. Continuing to Tour Point 10, Champion Hill, is therefore recommended.

Tour Point 10 – Champion Hill: To reach Champion Hill, continue north on Route 18 into Raymond and turn west onto Mississippi Route 467. Follow 467 about nine miles to the Coker House.

This abandoned Civil War-era mansion is the only remaining structure at Champion Hill battlefield that dates back to the fighting. Pemberton and 25,000 Confederates from Vicksburg finally challenged Grant's advance here on May 16, but they proved to be no match for the 30,000 Soldiers of two Union corps. Pemberton was unable to take advantage of several Union mistakes, and his loss at Champion Hill doomed Vicksburg.

Tour Point 11 – Big Black River: Continue west along Route 467 to Edwards. At the T intersection, turn left onto Old Route 80 and proceed five miles to the steel truss bridge over the Big Black River.

In 1863, this was a railroad bridge where Pemberton attempted a final stand outside Vicksburg's fortifications. His troops, however, were routed and swept back into "fortress Vicksburg."

Tour Point 12 – Stockade Redan/Union Assaults: Cross the Big Black River bridge into Vicksburg where Old Route 80 becomes Clay Street. Follow Clay Street to the Vicksburg National Military Park and Visitor Center entrance. Turn right into the park, following the park road (Union Avenue) approximately two miles until it intersects with Graveyard Road.

The large, grass-covered mound to your front is Stockade Redan, part of the Vicksburg fortifications. Grant's troops unsuccessfully attacked Stockade Redan during the ill-advised assaults on May 19 and 22. After failing to storm the fortifications, Grant settled in for a six-week siege.

Tour Point 13 – Shirley House/Siege Operations: Return south along the park road and stop at the Shirley House. ("Stop 2" on the Vicksburg National Military Park's self-guided tour.)

Union General John Logan's division conducted siege operations here, constantly bombarding the Confederates with artillery and digging trenches to move closer to the enemy. On June 25, Logan's Soldiers exploded 2,200 pounds of black powder beneath the Third Louisiana Redan, one of Vicksburg's forts. However, the Union efforts were unsuccessful since the Confederates heard the digging and had already withdrawn their troops from the threatened redan.

Tour Point 14 – Surrender Tree: Continue south along the park road and turn right onto Pemberton Avenue. Stop at the inverted cannon, just short of Confederate Avenue.

This cannon marks the site where Grant and Pemberton met to discuss Vicksburg's surrender. After some initial disagreements, Pemberton agreed to relinquish control of the city and his men. The next day, July 4, Grant captured 30,000 Confederates, many of whom were sick or wounded. Shortly after the surrender, Grant rode to Vicksburg Landing to meet with Rear Admiral David Porter, the man whose ships had made the Union victory possible. ★

Colonel (Ret) Jerry D. Morelock, Ph.D., is Managing Editor and Senior Historian of ARMCHAIR GENERAL.

WITNESS TO WAR

Henry Johnson Harlem Hellfighter

**In the darkness of No-Man's-Land,
the 369th Infantry Regiment spawned a one-man army.**

The night of May 14, 1918, was ominously quiet on the west bank of the Aisne River between Paris and the Belgian border. By 2:30 a.m., the moon had slipped below the horizon and Privates Henry Johnson and Needham Roberts could see nothing but the inky darkness beyond their fingertips.

Johnson and Roberts were members of the 369th Infantry Regiment, a New York Army National Guard outfit made up of African-Americans primarily from Harlem. General John J. Pershing, overall American commander of the still-segregated U.S. Army, assigned the all-black regiment to the French Fourth Army.

By May 1918, the regiment had gained the respect of friend and foe alike. French comrades in arms and senior commanders sang the praises of the 369th, and the German enemy nicknamed them the “Hellfighters of Harlem” due to their fierce fighting nature. After the night of May 14, fellow Americans also gained a newfound respect for the unit.

Johnson and Roberts were part of a five-man squad that had been watching for the enemy since sunset. The corporal of the guard and two other members of the squad

were resting in a trench a few yards to the rear when Johnson and Roberts heard a faint metallic clicking coming from “No-Man’s-Land,” the deadly killing zone between the Allied and German trenches. It was the sound of wire cutters; a certain tip-off that enemy soldiers were quietly making their way through the maze of barbed wire that crisscrossed the front of the 369th’s trenches. Both men shouted in unison, “Corporal of the Guard!”

Without waiting for a reply, Johnson fired a flare to illuminate the battlefield. Meanwhile, exploding hand grenades showered the two Americans with lethal steel fragments. Badly wounded, Roberts was unable to get back on his feet. The barrage also pinned down the other three men in the trench. Johnson was on his own against the German patrol.

Johnson lobbed a few grenades at the Germans; however, this failed to slow them. As the attackers approached his foxhole, he reached for his rifle, a French weapon with only three bullets. The first two shots missed their mark. By the time Johnson fired his last bullet, the rifle was pressed hard against the chest of one of the marauders. The shot killed the German instantly – but another was right behind him with a pistol aimed squarely at Johnson’s head. Grabbing his empty rifle by the barrel, Johnson swung it like a baseball bat, crashing the butt against the enemy’s skull. As the surprised German fell backward, he shouted in English, “The black bastard got me!” Johnson shouted back, “Damn right! And this little black bastard is going to get you again if you try anything!”

By this time, two other Germans had managed to get behind Johnson and were attempting to capture Roberts. Although his rifle was empty and he was suffering from three bullet wounds, Johnson was determined to save his buddy. He pulled an Army-issued bolo knife from his belt and leapt toward the enemy soldiers, sinking the blade into the head of the nearest one. As he pulled the bloody knife away, the German he had clubbed earlier with his rifle attacked him anew, all the while blazing away at Johnson with a Luger pistol. Shot a fourth time, Johnson’s knees buckled. Before his attacker could finish him off, however, Johnson sank the foot-long blade



Henry Johnson, a member of the Harlem Hellfighters, single-handedly fought off at least 28 German soldiers as they assaulted his trench line on the night of May 14, 1918. For his actions, he was awarded the Croix de Guerre with the Golden Palm, France's highest military honor. In 2003, he was posthumously awarded the Distinguished Service Cross.

Having witnessed the fury of this one-man army, none of the other Germans wanted to tangle with Johnson.



Members of the 369th U.S. Infantry Regiment, recipients of the Croix de Guerre for gallantry in action, show off their awards while training in France.

of the bolo into the German's stomach.

Having witnessed the fury of this one-man army, none of the other Germans wanted to tangle with Johnson. As the remnants of the enemy patrol rushed back through the barbed wire, Johnson gave them a parting gift – another barrage of hand grenades.

When the members of the relief party finally arrived, they found a dazed and half-conscious Henry Johnson whispering repeatedly, "Corporal of the Guard ... Corporal of the Guard."

After sunrise, a patrol was sent to track down the attackers. Their trail, marked with pools of blood, dripping bandages and abandoned weapons and equipment, was easy to follow. The searchers found seven heavy-duty wire cutters, perhaps including the one whose telltale clicking the night before had alerted Johnson and Roberts to the enemy presence. In fact, the wire cutters were what led intelligence officers to conclude that Johnson had single-handedly engaged no fewer than 28 enemy soldiers – standard German army procedure was to issue one set to every four men. However, since the Germans took all their casualties with them as they withdrew, and it is impossible to know whether all their wire cutters were

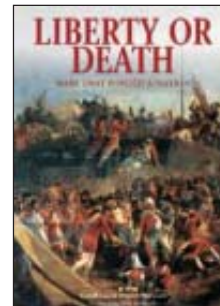
abandoned, Johnson may have fought off an even greater number of attackers.

For their actions of May 14, 1918, Henry Johnson and Needham Roberts became the first Americans ever to earn the Croix de Guerre, France's highest military honor. Additionally, Johnson's medal was enhanced with the rarely awarded Golden Palm, a symbol of extraordinary valor. However, since the 369th was serving with the French, the U.S. Army largely ignored Johnson's feat at the time.

Johnson's accomplishment and the outstanding service of the Harlem Hellfighters during World War I have since become a proud part of Army history, including being incorporated into one of the paintings in the well-known U.S. Army Historical Series. In 2003, Johnson was posthumously awarded the Distinguished Service Cross, America's second highest award for valor. Recently, a congressional committee began considering him for the Medal of Honor, but a decision is still pending. ★

Bill Harris is the author of "The Hellfighters of Harlem," "The Congressional Medal of Honor" and several other books on American history.

OSPREY PUBLISHING



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GAME BUZZ

Ready for some gaming excitement? Check out these 10 new titles!

Who says the wargaming and strategy gaming publishing community isn't as strong as it used to be? Whether it's hard-core, turn-based wargames, or fast-paced, strategy-action hybrids, every month more new titles hit the street than we have room to cover.

1

Published by Got Game Entertainment (gotgameentertainment.com) and based on Eric Young's well-received *Squad Assault*, *Squad Assault: Second Wave* simulates battles fought in Europe during 1944 as the Allies raced to liberate France and invade Germany. The fighting is real-time – not like that of the *Command and Conquer* series, but rather the tense, tactical real-time of the *Close Combat* franchise.



A platoon of American infantry assaults a village in *Squad Assault: Second Wave*.

GOT GAME ENTERTAINMENT

Although gamers control squads and not individuals in *Second Wave*, each soldier nonetheless responds realistically to the battle around him. Men and equipment from German, Free French, British, Canadian and American armies are depicted. Gamers may play as either the Germans or the Allies as they work their way through 57 historical and hypothetical missions.

2

HistWar: Les Grognards is a new tactical simulation from Battlefront (battlefront.com). Similar to the company's famed *Combat Mission* series, *Le Grognards* takes place in the war-torn fields and forests of Europe. There is, however, one huge difference: *Les Grognards* doesn't simulate World War II tank and infantry battles, but

3

Ghost Recon 2: Summit Strike (ubisoft.com) is by far the best *Ghost Recon* yet! The folks at Red Storm have finally nailed the interface, and therefore managing the Ghosts is as intuitive as it is fun. This edition is the perfect blend of realistic first-person shooter, squad-based tactics and stealth action. While the tactical options aren't as good as those in *Full Spectrum Warrior* or *Brothers in Arms*, they are sufficient to make players appreciate the other soldiers on their teams. The 11 missions are engrossing and the mountainous terrain is beautiful. For anyone interested in fighting a battle with the Ghosts, make it *Summit Strike*!



A soldier takes out a helicopter in *Ghost Recon 2*.

RED STORM ENTERTAINMENT

rather the desperate struggles of the Napoleonic era when the musket and saber reigned supreme. The fighting is real-time, but players may pause the action to issue orders. Troops from 15 countries and city-states are stuffed into the game – including France, Russia, Austria, Saxony, Poland, Italy and Naples – and over 1,100 historical regiments are mod-



HistWar: Les Grognards pits two armies against each other in Napoleonic Europe.

BATTLEFRONT.COM

eled in glorious 3-D. Single-player, LAN and Internet options are available.



WARFROG EAGLE GAMES

4

Eagle Games (eaglegames.com) has released two new boardgames, each detailing the contest of powers competing to dominate the world. The first game, *Struggle of Empires*, al-

Whether it's hard-core, turn-based wargames, or fast-paced, strategy-action hybrids, every month more new titles hit the street than we have room to cover.

lows players to choose an 18th-century state and strive to control all of Europe while avoiding revolution at home.

5 Eagle Games' second offering, *Conquest of the Empire*, is chock-full of cool-looking miniatures and requires players to employ diplomacy and military might to gain control of the splintered Roman Empire.

6 Published by 2K Games (2kgames.com), *Conflict: Global*

Terror is the fourth in the series that began with *Conflict: Desert Storm*. *Global Terror* pits a team of four elite Special Forces soldiers against a neo-Nazi organization determined to throw the world into chaos. During the long, single-player campaign, the team travels to exotic locales such as Colombia, the Philippines and South Korea.



Conflict Global Terror provides plenty of "special forces" punch.

7 Looking for a great simulation on the console? *Panzer Elite Action* is your game! It is – for lack of a better phrase – a "simulation light" that re-creates the tank battles of the Second World War. Published by Jowood (jowood.com), the game ships with three campaigns that allow players to choose the role of a German, American or Soviet tank commander.

The 15 available tanks include the German Tiger, Soviet T-34 and American Sherman. Artificial intelligence entities such as planes, infantry and vehicles pump additional life into the savage tank-on-tank confrontations.



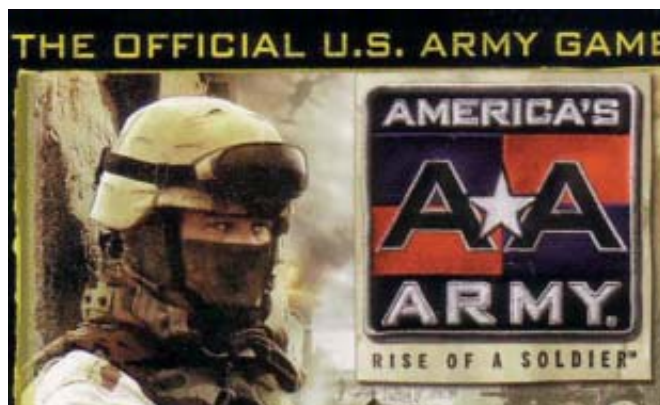
A horde of American tanks engages an unseen enemy in *Panzer Elite Action*. Good thing there are no Stukas flying overhead!

8 *Blazing Angels: Squadrons of World War II*, from Ubisoft

(ubisoft.com), brings squadron-based combat to the skies of the Xbox. Featuring a 20-mission campaign and stunning visuals, the game permits players to engage other fighters from many famous battles, including those over England, Germany, France, Morocco, Pearl



Blazing Angels is one of the best games around!



This famous game finds a home at Ubisoft.

9 *America's Army: Rise of a Soldier* (riseofasoldier.com) is the latest in the *America's Army* series but the first to be published by Ubisoft. A first-person shooter with some squad tactics added, the game chronicles the education and growth of an Army soldier as he progresses from lowly private upward through the ranks. Along the way, he learns about different weapons and develops his fighting skills. Although the game's focus is on realism, it does have a bit of Hollywood thrown in to make things even more interesting.

Harbor, Midway and Tokyo. In addition to the single-player campaign, up to 16 players can dogfight online over Xbox Live in head-to-head aerial combat or cooperative-team play between squadrons.

10 An old favorite is back! Strategic Studies Group (ssg.com.au/) – the folks who gave us *Warlords* and the *Decisive Battles* series – have revitalized *Battlefront*. As many will recall, the old version was a super operational-level, turn-based wargame that was impeccably coded. Well, this latest iteration offers the same

great gaming but with improved graphics and a more flexible engine!

That's about it for this issue, but for those who simply cannot wait until next time, visit the Game Sections and Game Resources links on our website at armchairgeneral.com. ★

Mark H. Walker is a commander in the U.S. Navy Reserve. A veteran electronic entertainment/IT journalist and boardgame designer, he has authored or contributed to over 40 books and recently designed the critically acclaimed board wargame "Lock 'n Load."

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VIDEO GAME REVIEW

Pirates! Live the Life

Mark Walker not only tells you what to play,
he shows you how to win!



To board and capture a ship, you must duel with the opposing ship's captain.

Sid Meier, long heralded as the father of computer-based strategy gaming, has released an updated version of his hit *Pirates*. It should come as no surprise that it is one of the best action and strategy games yet.

The story line of *Pirates! Live the Life* is simple. You must roam the Caribbean, hunting for clues, fighting other ships and dueling with their captains as you attempt to locate and rescue your family, who have been kidnapped by a dastardly Spanish nobleman.

Or not.

The game is open-ended and

therefore you can take your time rescuing your family, or you may decide not to rescue them at all should you become distracted by other, more interesting pirate pursuits. For instance, if you are the peaceful, commerce-trader type, you may decide to board a ship, find out who is selling low and buying high in the Caribbean ports, and be on your way to becoming the Aristotle Onassis of the 18th century. You need never fight a battle or duel.

On the flip side of the double, you may choose to battle your way through the islands, blasting ships, dueling other pirates and capturing villages. No matter which path you choose,

you'll also have the opportunity to court and dance with the beautiful island women in one of the several minigames.

While the trading is interesting and the dancing is briefly amusing, the pirating is the real heart of the game. As you sail the Caribbean and encounter numerous ships, you can initiate ship-to-ship, real-time combat with a simple click of a button. Three types of shot – round, chain or grape – are at your disposal. Round shot damages the hull of the enemy ship, chain shreds the sails, and grape tears through flesh and bone.

When boarding an enemy ship, you control how your hero

slices and dices with his sword when dueling with the opposing captain. If victorious, you may add the captured ship to your fleet, along with the treasure in its hold.

During the battles for the villages, you will lead groups of officers, pirates and buccaneers against the ports' defenders in small unit, turn-based combat. The officers and pirates engage in close combat while the buccaneers tote muskets that allow them to mete out their damage from several spaces away. The play is simple but engaging.

You'll slowly grow old as you trade, fight and search for your kin. In the end, age will diminish your skills and you'll have no alternative but to pat yourself on the back, count your earnings, retire and start all over again.

Pirates! Live the Life is an excellent game of action and

- Released July 2005
- Rated Teen
- Developed by Firaxis
- Published by 2k Games
- MSRP \$39.99
- Formatted for the Xbox & PC

strategy. As the title implies, the combination of naval/land battles, swordplay, romance and trading lets you "live the life" of a pirate.

TIPS AND TRICKS

It's impossible to detail in-depth strategies for a complex game like *Pirates* in only a few sentences, but we can give you some pointers that will quickly make you a better pirate.

SHIP BATTLES: Position is one of the keys in ship-to-ship fighting. Crossing the "T" – placing your ship so that you may fire your entire broadside at the enemy while the enemy can only fire his bow cannon on your ship



Ship-to-ship combat is a blast (so to speak). The real-time battles require quick thinking and sound strategy.

– is the best way to bring about your foe's early demise. Also, choose your ammunition well. Round and chain shot can seriously damage your opponent's vessel, making it more expensive to repair once you have captured it. If you have a large crew, use grape shot to thin the enemy and then board and seize the relatively intact ship.

LEARN TO DANCE: During the dancing minigames, watch the pulsing heart above your partner's head. If you dance well, her heart will grow. Please your lady and she'll frequently divulge valuable information or reward you with a gift.

TAKING THE TOWN: The battles for the ports offer the best combination of graphics, tactics and turn-based decision making on the Xbox. However, they can be difficult to master. Here are three tips to help make you a better pirate.

1) Use the right man for the job. While great at ranged combat, the buccaneers are not so hot when it comes to melees. Use them to thin the enemy's ranks and then assault with the

pirates or officers. Also, remember that the buccaneers out-range any unit in the game, so keep them well back whenever possible and they will inflict casualties with impunity.

2) Guard your flank and attack the enemy's. When attacking the enemy's flank, your fire-power is doubled; therefore, flank attacks are the best way to fight outnumbered and win.

3) Use the terrain to your advantage. Trees not only hide your units as they approach but also mitigate the effectiveness of the enemy's cavalry. Hills are a great place for pirates and officers. If on the summit, pirates and officers gain a bonus when engaged in close combat with a unit below them. Finally, impassible terrain is a good way to anchor your flank. ★

Mark H. Walker is a commander in the U.S. Navy Reserve. A veteran electronic entertainment/IT journalist and board-game designer, he has authored or contributed to over 40 books and recently designed the critically acclaimed board wargame "Lock 'n Load."



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BOOKSHELF

The Civil War's Dark Side

A new look at the brutal guerrilla war in America's heartland.

Think you know all there is to know about the Civil War's guerrilla campaigns? Well, think again. Donald L. Gilmore's recent book *Civil War on the Missouri-Kansas Border* will shock – but ultimately enlighten – those who think nothing new can be learned about one of the darkest chapters in American history. It turns the standard textbook history of the bloody Missouri-Kansas border war right on its head.

Meticulously researched and cogently written, Gilmore's bombshell book breaks new ground in describing what *really*

happened during the brutal guerrilla war fought in America's heartland from 1854 to 1865. Finally, a dedicated historian of the fratricidal conflict in Missouri and Kansas steps forward with the courage to tell the unvarnished truth and with the scholarship to back it up.

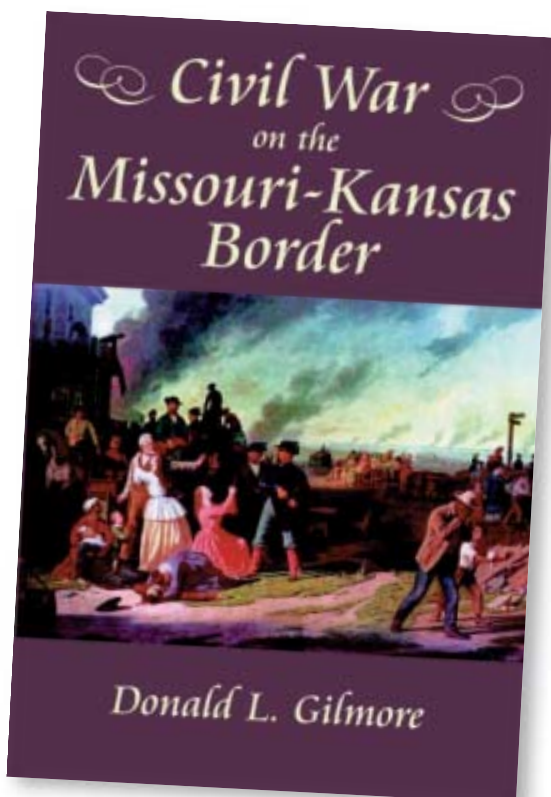
For generations, the depredations of Confederate guerrillas such as William Clarke Quantrill, Frank and Jesse James, Cole Younger and "Bloody Bill" Anderson have been touted as the epitome of heartlessly cruel barbarians masquerading as soldiers. But what about the Union men whose equally barbaric

brutality from the war's outset actually sparked the guerrillas' savage response?

Gilmore documents the war crimes on *both* sides. He reveals the actions of Union men such as "Crazy" Jim Lane, a U.S. senator from the new state of Kansas who led an army of thieves and murderers on a bloody rampage of looting and killing in western Missouri in 1861 and then furnished his Lawrence home with the stolen property; "Colonel" Charles Jennison, a psychopath whose Kansas "Red Legs" periodically left the safety of their Lawrence refuge so that he could indiscriminately murder and rob both pro- and anti-slavery Missourians; and, perhaps the conflict's most successful war criminal, Union General Thomas Ewing, promulgator and enforcer of infamous General Orders Number 11, an atrocity that dispossessed 20,000 civilians, left five western Missouri counties in desolate ruin and probably killed hundreds of innocents. Ewing practiced ethnic cleansing 130 years before it made world headlines in the 1990s Balkans conflict. Moreover, Gilmore notes, Ewing illegally imprisoned civilians, sanctioned the murder of prisoners and condoned summary executions. As *Civil War on the Missouri-Kansas Border* ably documents, neither side had a monopoly on terror.

Gilmore's outstanding book is not only a must-read but also a must-have for every Armchair General's library! For more information on this and other excellent books on military history, visit the Pelican Publishing Company website at pelicanpub.com. ★

Colonel (Ret) Jerry D. Morelock, Ph.D., is Managing Editor and Senior Historian of ARMCHAIR GENERAL.

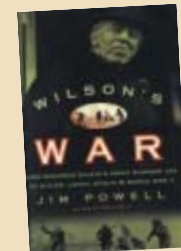


PELICAN PUBLISHING

Additional Highly Recommended Reads



An Instinct for War: Scenes From the Battlefields of History by Roger Spiller, Harvard University Press (hup.harvard.edu)



Wilson's War: How Woodrow Wilson's Great Blunder Led to Hitler, Lenin, Stalin & World War II by Jim Powell, Crown Forum/Random House (randomhouse.com/crown/crownforum)

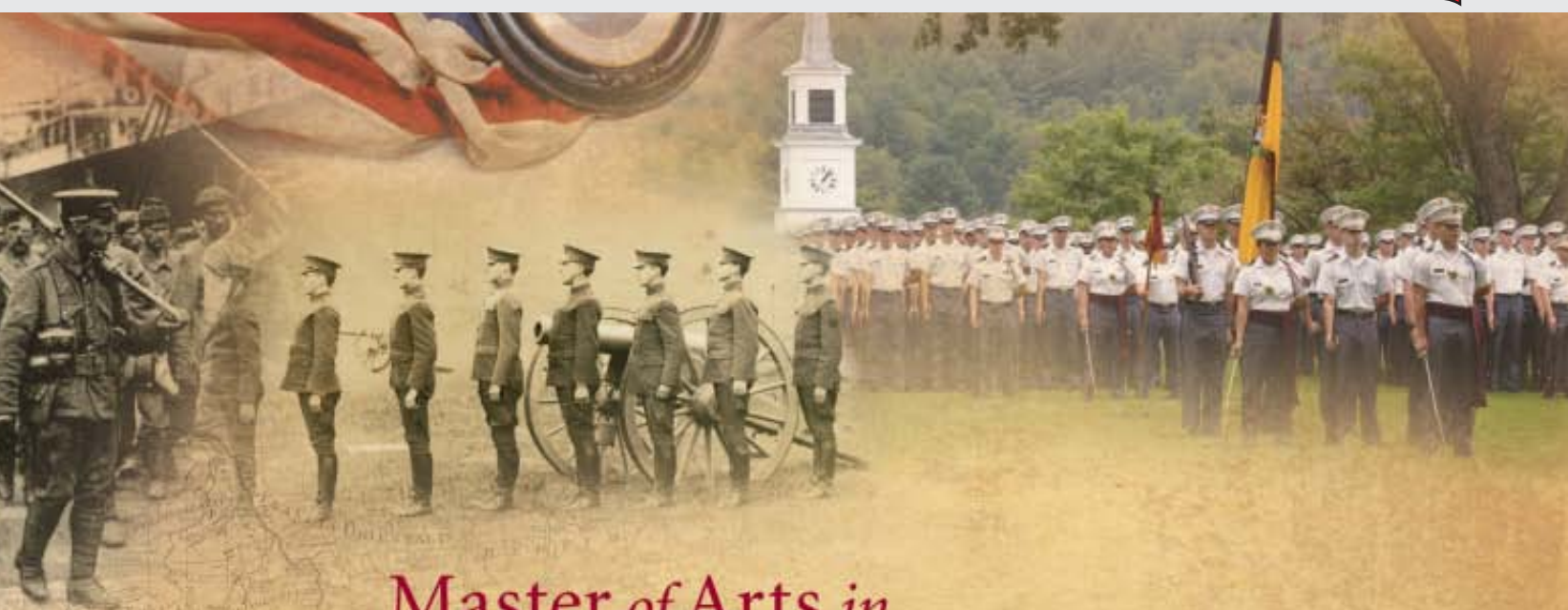


The Commanders of Chancellorsville: The Gentleman Versus the Rogue - The Opposing Strategies and Personalities of Lee and Hooker by Edward G. Longacre, Rutledge Hill Press/Thomas Nelson (thomasnelson.com)

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DVD REVIEW

TAE GUK GI Brotherhood of War

Is this the Republic of Korea's
version of "Saving Private Ryan"?

Sometimes described as the *Saving Private Ryan* of South Korea, *Tae Guk Gi: The Brotherhood of War* is set during the Korean War (1950-1953). The film is an all-Korean affair; therefore, viewers who do not speak that language must choose between a version with subtitles and one that is poorly dubbed.

The perspective of *Tae Guk Gi* is Korean both in the military action depicted and in the social mores at work. Except for brief

radio news references, Americans and other United Nations forces are invisible. The film's "civil war" feel sets it apart from the internationalist approach taken in other Korean movies — i.e., democracy versus communism. In *Tae Guk Gi*, war itself, not communism, is the real enemy, and director Kang Je-Gyu goes to great pains to establish the "moral equivalency" of both sides.



Kang portrays the film's few ardent anti-communists as unsympathetic stereotypes, and South Koreans perpetrate most of the atrocities. Republic of Korea (ROK) officers are often depicted as venal, stupid or murderous, while the North Korean officers are tough, deadly and committed. Although the film is set in 1950-1953, its values, attitudes and political views seem fresh off the left-dominated college campuses of today's South Korea.

The director's failure to stay intellectually "in period," however, can be excused somewhat since *Tae Guk Gi* is not really a war movie at all, at least not in the same sense as *Ryan* and *Band of Brothers*. War is merely the vehicle Kang uses to develop the film's principal theme of how the

bonds of family, specifically the ties of brotherhood, are tested in war's crucible.

The two main characters, brothers Jin-seok and Jin-tae, are swept up in the chaos unleashed by North Korea's invasion of the South (June 25, 1950). Younger brother Jin-seok is a good student bound for university as the family's great hope. Elder brother Jin-tae is a hardworking cobbler laboring ceaselessly to support his brother's education and thereby secure the family's future. Literally dragged kicking and screaming into the ROK Army, both brothers end up in the same unit enduring desperate fighting at Pusan. From that point on, Jin-tae's dogged devotion to his younger brother is tested by seemingly endless combat, constant angry confrontations, and often outrageous circumstances beyond the brothers' control.



The film's many combat scenes highlight the brutality of war, which constantly tests Jin-tae's loyalty to protecting his younger brother.

Although the film is set in 1950-1953, its values, attitudes and political views seem fresh off the left-dominated college campuses of today's South Korea.

The staging of the combat sequences is energetic, and the special effects are often worthy of comparison to *Ryan*. Small-arms fire, grenade explosions and the bloody wounds they inflict are faithfully replicated. Likewise, Korean War-vintage weapons and uniforms appear authentic (although the combat boots look like modern-day jump boots).

Hand-to-hand combat – exceedingly rare in modern warfare – occurs regularly throughout *Tae Guk Gi*. These dramatic images help emphasize the intensity of the war's brutality, and the action seems realistic enough; for example, no one lapses into Tae Kwan Do. Instead, the actors slug it out in scenes closely resembling World War I trench raids. Nevertheless, Kang stretches viewers' credulity when he asks them to believe that virtually all Korean War battles degenerated into this sort of face-to-face confrontation. *Ryan*, on the other hand, while chock-full of intense close-combat sequences, features only a single instance of hand-to-hand fighting (the chilling hotel room struggle in which Private Mellish is killed with his own bayonet).

If it is true that "the devil is in the details," then the combat scenes in *Tae Guk Gi* have numerous devilish miscues that compare unfavorably to *Ryan*. For instance, during an ambush, Jin-tae pulls the pin on a grenade with his teeth – a near physical impossibility apparently resurrected from some Hollywood B picture. That same scene also shows a soldier setting off a powerful anti-tank mine. However, instead of disintegrating, the unlucky man merely loses his lower leg.

In general, the actors' weapons handling suggests unfamiliarity. They would have

- Released in 2004
- Rated R for graphic violence
- Written and directed by Kang Je-Gyu
- Produced by Lee Seong-hun
- Stars Jang Dong-kun, Won Bin and Lee Eun-ju

greatly profited from the rigorous "actors' boot camp" the marvelous ex-Marine technical adviser Dale Dye put the *Ryan* actors through before filming began. Moreover, the soldier-actors in *Tae Guk Gi* exhibit little of the iron discipline for which the ROK Army is justifiably famous. One other minor but particularly irritating "film flub" was that few of the actors sport haircuts appropriate to the Korean War period.

Interestingly, the script for *Tae Guk Gi* almost seems to lift some scenes directly from *Ryan*. For example, a noisy confrontation between Jin-tae and Jin-seok regarding the moral dilemma of killing POWs mimics Corporal Upham's debate with the squad in *Ryan*. Another scene brings to mind medic Wade's death in *Ryan* when squad members "lay hands" on the dying man's wounds. Again as in *Ryan*, the death is cast under the shadow of poor leadership. Even the film's theme music evokes memories of the scores from *Ryan* and *Band of Brothers*.

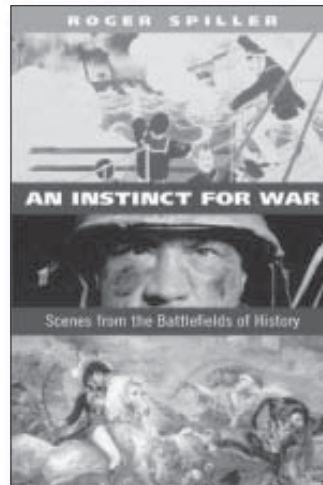
All things considered, *Tae Guk Gi* is a first-class effort with top-notch acting and high production values – even if it ultimately falls short of being a Korean *Saving Private Ryan*. ★

Andrew H. Hershey holds a doctorate in medieval history from the University of London and is a Fellow of the Royal Historical Society.

AN INSTINCT FOR WAR

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—PUBLISHERS WEEKLY

Belknap Press / new in cloth

Roger Spiller is George C. Marshall Professor, emeritus, of Military History at the U.S. Army Command and General Staff College.

PYRRHIC VICTORY

French Strategy and Operations in the Great War

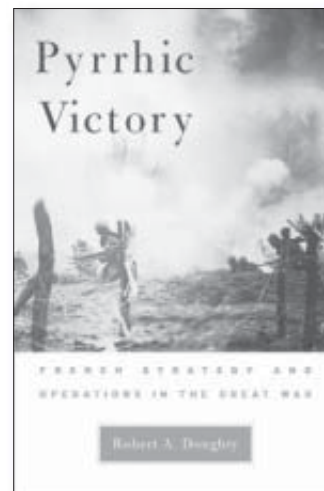
ROBERT A. DOUGHTY

"This well-written, exhaustively researched history of France's role in WWI adds a French perspective not often found in English-language literature on these seminal military events."

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—Dennis Showalter author of *Patton and Rommel*



Brigadier General (Ret.) Robert A. Doughty served as Professor and Head of the Department of History at the United States Military Academy from 1985 to 2005.

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WARGAME REVIEW

Silent Hunter III

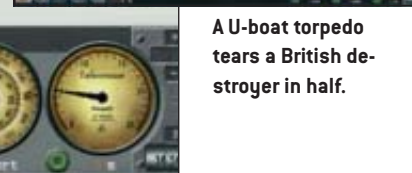
Take command of a deadly U-boat in Ubisoft's definitive submarine simulation.



The view from the U-boat periscope as a torpedo impacts a British merchant ship.



A British Swordfish torpedo bomber is hit by 20 mm cannon fire from a U-boat.



A U-boat torpedo tears a British destroyer in half.

UBISOFT IMAGES

Silent Hunter III, a submarine simulation and wargame, allows you to play the role of the commander of a German U-boat in World War II. Depending on the year of the war and the flotilla you choose, you may command U-boats ranging from the coastal Type II to the high-tech Type XXI. As each patrol progresses, you must monitor your crew, cope with the men's fatigue, and rotate watch duty. Over successive patrols, the skills of your crewmen improve and you have the opportunity to promote or recruit.

The historical accuracy, scope and realism of the game are impressive, and the level of detail is exquisite. For instance, the dials

and gauges on your U-boat are operational, and your crew blinks, nods and sways with the rolling of the ship. Allied ships and planes are realistically portrayed. The sea and sky dramatically change state and color, and the sun rises and sets at the appropriate times given the different latitudes and seasons. At night, the constellations are all in their proper places in the sky.

- Released March 2005
- Rated Teen
- Developed by Strategic Simulations
- Published by Ubisoft
- MSRP approximately \$40
- Formatted for the PC

More importantly, the action in *Silent Hunter III* is challenging and fun! Plotting and torpedo attack calculations can be set to automatic or can be done manually. High-quality graphics and sound are combined with a realistic environment and a challenging artificial intelligence to create a virtual sense of what World War II undersea combat must have been like. An excellent tutorial teaches you all the skills you need to get started, from the intricacies of navigation to firing your deck gun. The game can be played as a campaign or as a single mission. In the multiplayer mode, you and other players can unite in wolf packs to attack convoys in the North Atlantic.

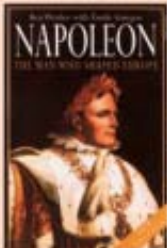
Silent Hunter III is the definitive submarine wargame, simulating in grand style the challenges the men operating Germany's steel sharks faced while patrolling the world's oceans in search of prey. It captures the heart-pounding excitement of the convoy attack and the tension-filled minutes endured while evading the enemy. With skill and a bit of luck, you can survive your patrol to experience the pride of a U-boat commander guiding his craft back to port as the pretty girls on the dock welcome you home. ★

Lieutenant Colonel (Ret) Jeffrey Paulding is a lifelong student of military history and science. He has been playing wargames since the age of nine.

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ACG INTERACTIVE ICS

PAGE 104 You chose Course of Action One: Economy of Force!

Hearing the gallop of approaching horses, Major Greene steps out into the hot, sunny afternoon to greet his commanders. It would be a beautiful day, he thinks to himself, if not for the bloody business soon to be started. Yet blood seems to be the only thing those Yankee invaders understand. So if it's blood they seek, they shall have it – right here.

"Gentlemen," Greene begins, "the Federals will soon be advancing upon this position and I want your units to meet them and delay their progress along your respective routes.

"Captain Montrose, the 62 musketeers of your 2d Company will oppose the main Federal attack. We expect it to occur from the northwest along Herod's Pike.

"Captain Shelby, 1st Company's 45 infantrymen with their muskets will be positioned along the southwest approach of Gaither's Road. This is necessary to prevent the enemy from infiltrating to our rear.

"Lieutenant Alexander, 3d Company's 26 riflemen with their Baker Rifles will also protect our rear areas by blocking the Union cavalry advancing from the north along Gaither's Road.

"And lastly," Greene says, "Lieutenant Ashton, your 25 Mounted Rangers will remain here at the farm to act as our reserve.

"Gentlemen, General Jackson expects us to hold the crossroads at all costs, and I'm counting on your commands to do just that." Striding back to the cabin door, Greene urges his men, "See to your companies; there is no time to lose."

The commanders pass the orders to their respective units. Within a short time, everyone is in place. Around 2 p.m., Federal troops appear to the front of Captain Montrose's line of infantry

and then halt a safe distance away. Bugles blow, drums beat and the blue-clad formations move crisply from column to line formation.

Major Greene approaches the unfolding scene, dismounts his horse and sends it to the rear. Standing behind Montrose's formation, the major eyes the thin gray line. Only two ranks deep, it stretches across the valley at its narrowest point. Greene knows that Montrose will order the Confederate infantry to fire three volleys and then fall back, repeating this maneuver until the Federal line is fatally broken.

"Those people have always run away before, Captain," Greene announces to Montrose. "This time should be no different."

Montrose nods in agreement. He then

shouts to his men, "Make ready!"

The Union bugles blow once more, eliciting shouts of "hurrah!" from the blue-clad enemy Soldiers as they fix bayonets. Drum-rolls beat out the advance order and the entire Federal line steps forward in unison.

Montrose frowns. "Sir, those people seem well-drilled. I fear they are not militia."

"Still, Captain," Greene replies, "I doubt they will stand once you send them a volley."

Unconvinced, but attempting to keep a brave face for the men, Montrose moves to join his second rank. Drawing his saber, he waits as the Union line marches closer. Soon they will be within volley range.

Greene is momentarily distracted by the sound of gunfire to the north. He assumes that Lieutenant Alexander's riflemen are engaging the advancing Federal cavalry. To Greene's front, the Union drum-roll continues as the Federal line advances six men deep, bayonets glistening in the sun.

"Level muskets!" Montrose bellows. The infantrymen aim their weapons at the advancing enemy. "First rank *only* ... fire!"

A terrible ripping noise fills the valley as thick, white smoke billows from the Confederate line. The first rank withdraws to reload.

Through the dense curtain, Greene witnesses many Federal Soldiers falling to the ground. However, the blue mass continues forward.

"Second rank, fire!" Montrose orders.

Muskets roar and more Union Soldiers fall. Although more gaps appear in the advancing formation, they are quickly filled.

Union bugles suddenly sound the charge, causing Greene to shiver involuntarily. Rather than running away, the Union formation rushes full speed for the thin Confederate line with bayonets leveled. Caught reloading their weapons, some of Montrose's men run while others attempt to fire a third, jagged volley. The Union force smashes into the disorganized Confederate line and it buckles.

"Re-form the line!" Greene



When the Federal columns press their attacks, the legion finds itself dangerously spread out.

Blood seems to be the only thing those Yankee invaders understand.
So if it's blood they seek, they shall have it – right here.



The Confederate infantry's ragged appearance and lack of parade ground spit and polish belie their "cold steel and iron courage."

shouts. "For God's sake, men, stand and fight!"

Greene mounts his horse and tries to rally his men. Soon, however, he hears an unsettling echo over the din of combat – a bugle sounding from the rear. The blood drains from his face as he realizes that a force of Federal cavalry is charging toward his reserve at Gaither's Farm. Alexander's men apparently could not hold the enemy in the north and now they are at his back.

With his jaw set, Greene pulls his revolver from its holster and spurs his horse rearward against the charging Union cavalry. Closing rapidly, he shoots two Federals at close range. A moment later, however, a Union trooper shoots the major in the chest and he slumps unconscious from his horse.

When Greene opens his eyes, he is leaning against a tree. Although he feels no pain, when he tries to move nothing happens. He knows he is a dying man. A Union captain approaches Greene, saluting as he says, "Your command has been routed, sir. We control Gaither's Farm and Herod's Bridge. I will do what I can for your wounded."

Greene realizes that by trying to place his men everywhere, he lacked the strength to delay the enemy anywhere. Though too late, it is now clear to him that a determined push by the Federals along any of the approaches would have overturned his plan. He dies knowing that he has failed General Jackson and his men.

Turn to page 106 and read *Course of Action Two: Central Position!*

Catch the next episode of
"Cold Steel and Iron Courage"
in the May issue of

ARMCHAIR GENERAL

on newsstands March 21.

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PAGE 106 You chose Course of Action Two: Central Position!

Within the hour, Greene's commanders are gathered around him in Gaither's cabin to receive orders. "Gentlemen," he begins, "we are in for a desperate fight, but General Jackson is counting on us to hold these crossroads at all costs. I do not intend to sit back and wait to be overrun by those people. Instead, we will take the fight to them."

The commanders glance nervously at one another, all too aware of the terrible odds they face.

Greene continues, "If we try to defend all avenues of approach, we are doomed to be beaten piecemeal. Therefore, we will capitalize on our central position to engage and defeat each Federal force with our full strength, one after the other, starting with the main enemy force."

"Lieutenant Alexander, your 3d Company will deploy on Herod's Pike just northwest of Gaither's Farm. You are our bait. Your 26 men armed with Baker Rifles will outrange the Federals and should get three or four well-aimed shots off before the enemy can close on you. Once they do and can see the apparent weakness of your force, they will charge and fall into our trap."

"Captain Montrose, the 62 musketeers of 2d Company will be hidden on the south side of Herod's Pike and will fire only when the Union's right flank is exposed."

"Captain Shelby, 1st Company's 45 infantrymen with muskets will hide along the trees on the north side of Herod's Pike. They will release a volley once they have the enemy's left flank in their field of fire."

"Lieutenant Ashton, I'm counting on your 25 Mounted Rangers to fight independently against the Union cavalry approaching from the north. If you are able to turn them back, you should then race southwest to delay the enemy ap-

proaching from that direction along Gaither's Road.

"Gentlemen, see to your commands."

Within minutes, the units move into battle lines. Sitting atop his gray horse, Greene waits patiently with Alexander's men just northwest of the farm. He thinks to himself what a beautiful day it would be if not for the bloody business at hand.

At 2 p.m., the main Union force appears on Herod's Pike. For a moment, the Federal Soldiers halt at the sight of Alexander's force and then quickly deploy into line formation.

Spying the blue uniforms, Alexander issues orders to his men. "Make ready! ... Take aim!"

As the Confederate riflemen kneel to fire, the Federals bravely march forward.



Well-sited positions allow the legion to spring a nasty surprise on the main Union attack force.



Lt. George Ashton, commander of the Mounted Rangers, is one of Gen. Stonewall Jackson's best marksmen.

They appear confident of sweeping aside such a small force.

Lieutenant Alexander looks to Major Greene. Greene nods. "Fire!" the lieutenant shouts.

Alexander's riflemen fire their weapons and a dozen Union Soldiers fall. However, the gaps in the blue line quickly fill and the Federal formation moves forward once again.

Dismounting, Greene gently pats his horse on the neck and moves it to the rear. He then draws his saber and watches as the Confederates reload.

"Fire!" Alexander orders.

The report echoes across the valley. Several Union Soldiers fall, but the line presses on.

"Reload!" Alexander shouts. "Fire at will!"

More gaps appear; however, Greene notices that they too are quickly closed. He is suddenly distracted by the sound of gunfire to the north. He assumes that Lieutenant Ashton's Rangers are battling enemy cavalry. Turning his attention back to the Union infantry, Greene sees that they are advancing

Alexander's riflemen fire their weapons and a dozen Union Soldiers fall. However, the gaps in the blue line quickly fill and the Federal formation moves forward once again.

six men deep with fixed bayonets.

"Fall back 30 paces!" Alexander shouts above the din.

Union bugles suddenly sound the charge. As Alexander's men fall back, the enemy Soldiers break formation and rush toward what they assume are retreating Confederates.

Greene looks toward the woods flanking Herod's Pike to the north and south. As if on cue, the hidden Confederate battle lines erupt in blazing musket fire. The Union force staggers and a collective groan erupts from parched throats. Smoke drifts in waves as Shelby's and Montrose's companies repeatedly fire deadly volleys into the exposed Union flanks. Alexander's men fire as well, adding to the bloody carnage.

Surprised and assailed from three sides, the Union force breaks and runs back the way it came. Greene's men speed the ragged retreat along with more volleys until the Federals are out of range. When the smoke clears, the only Union Soldiers visible on the field are either dead or dying. Greene's men have won the battle against the main Union column.

Suddenly, a rider from Ashton's Mounted Rangers approaches. "Sir, Lieutenant Ashton reports that the Yankee cavalry in the north has retired. He is moving his horsemen southeast now and requests your support."

"Thank you, Corporal," Greene says with a smile. "Please tell the Lieutenant that we have carried the day here and are on our way."

Swinging his saber to the left and then to the right over his head, Greene indicates to Shelby and Montrose that they are to rally their units to him. In a few moments, he will lead them southwest.

As the men reposition, Greene addresses Lieutenant Alexander. "Sir, render what assistance you can to the enemy wounded while I lead the rest of the legion against the Yankees coming up Gaither's Road. I am confident we will defeat them in short order. Tell your men they provided fine service today and that I will mention their heroic ac-



ABOVE: Lt. Ashton fires his .50 caliber Hawken rifle at a Union dispatch rider. Confederates – particularly cavalrymen – were often armed with a motley collection of nonstandard weapons.

tions in my dispatch to General Jackson."

"Thank you, sir," Alexander beams. "They will be very pleased."

Wheeling his horse, Major Greene gallops southwest where he completes his stunning victory over daunting odds.

Like General Stonewall Jackson, Greene used his central position to take on his attackers one at a time. By luring the Union forces into a trap, the major was able to mass his power and defeat the enemy force in detail. Yet he knows there are more battles to fight. ★

Colonel (Ret) John Antal is Editorial Director of ARMCHAIR GENERAL.

BELOW: A Union dispatch rider lies dead in front of his horse after being shot by Lt. Ashton. On his body were orders and a map of the Shenandoah Valley indicating that Federal forces planned an attack for that afternoon.



PARTING SHOT



Good Morning, Vietnam!

U.S. Marine Corps sniper/spotter team Lance Corporal Alfred Kogelman and Sergeant Dan Hada deliver an early morning wake-up call to distant North Vietnamese enemy soldiers while their comrades in Mike Company, 3d Battalion, 7th Marines chow down in the background.

Photographed in 1969 at the height of the U.S. military buildup in Vietnam, the Marines are spread out along a primitive trail that passes over a rice paddy dike somewhere in Military Region I, the northernmost of South Vietnam's four military regions.

The sniper's weapon appears to be the militarized version of the Remington Model 700 (adopted by the military as the U.S. M-40) with a Redfield 3x9 power scope. Firing a 7.62x51 mm (NATO standard) round, the weapon proved extremely accurate and highly lethal in the hands of skilled sharpshooters like the legendary sniper USMC Gunnery Sergeant Carlos N. Hathcock. With 93 confirmed "kills" and 300 "probables," Hathcock's longest documented kill was at an amazing 2,500 yards! ★

OFFICIAL USMC PHOTO BY CPL A.V. HUFFMAN (NATIONAL ARCHIVES)

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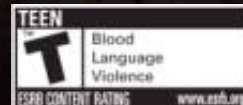
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